Roland®

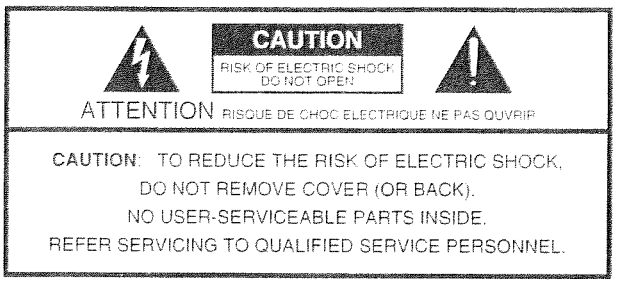
GENERAL MIDI GS

KR-1070 DIGITAL INTELLIGENT PIANO

Owner's Manual

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (p. 2), "USING THE UNIT SAFELY" (p. 3), and "IMPORTANT NOTES" (p. 7). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, this manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

Warranty obligations do not apply to conditions resulting from tampering, abuse, neglect, or improper care or maintenance. Further, ROLAND is not liable for the negligent or reckless acts of instrument.


CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN
ATTENTION RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,
DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE.
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water — for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product should be used only with a cart or stand that is recommended by the manufacturer.
4. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
5. The product should be located so that its location or position does not interfere with its proper ventilation.
6. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
7. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
9. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
10. The product should be serviced by qualified service personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled onto the product; or
    C. The product has been exposed to rain; or
    D. The product does not appear to operate normally or exhibits a marked change in performance; or
    E. The product has been dropped, or the enclosure damaged.
11. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.

For the USA

This product may be equipped with a polarized line plug (one blade wider than the other) . This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.

For Canada

For Polarized Line Plug

CAUTION: TO PREVENT ELECTRIC SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERT.

ATTENTION: POUR ÉVITER LES CHOCS ÉLECTRIQUES, INTRODUIRE LA LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU' AU FOND.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠WARNING and ⚠CAUTION Notices

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠CAUTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
⃠	The ⃠ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
●	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual.
- Do not open or perform any internal modifications on the unit.
- Never place the piano on inclined surfaces because the piano could slide or become unstable and cause injury to the user or others near it.
- When installing the piano, be sure to fasten the caster using the supplied caster cup.
- Avoid damaging the power cord. Do not bend it excessively, step on it, place heavy objects on it, etc. A damaged cord can easily become a shock or fire hazard. Never use a power cord after it has been damaged.
- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.
- Protect the unit from strong impact. (Do not drop it!)
- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.
- Before using the unit in a foreign country, consult with your dealer, or qualified Roland service personnel.

⚠CAUTION

- Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.

⚠CAUTION

- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.
- Never climb on top of, nor place heavy objects on the unit.
- Do not lean or sit on the instrument. This is not furniture and is not built to support the weight of a person.
- Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.
- When the top is open, do not put your head or any other part of your body under it, The top could be hit or dislodged and then fall on you.
- When the top in open, do not touch the top stick unless you are in the process of lowering the top to close the instrument. If you inadvertently touch the top stick, it could be loosened and the top could fall on part of your body.
- If you need to move the instrument, take note of the precautions listed below. Also, move the instrument with care to prevent damage to the floor.
  1.Disconnect the power cord.
  2.Disconnect all cords coming from external devices.
  3.Fold down the music desk.
  4.Close the top.
  5.Close the keyboard lid.
- Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p.10).
- Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.
- Be careful when opening or closing the top or the keyboard lid to prevent your fingers from being pinched.
  1.When opening or closing the top, be sure to do it slowly per the procedures instructed on page 10.
  2.When a child is using the instrument, please make sure that an adult grownup supervises.

Introduction

We'd like to take a moment to thank you for purchasing the Roland KR-1070 Digital Piano.
With the KR-1070's easy-to-operate keyboard and automatic accompaniment, you will find it truly enjoyable to play. In order to enjoy reliable performance for many years to come, please take the time to read this manual in its entirety.

Main Features

One Touch Program That Prepares for Play Instantly at the Touch of a Button

Piano button for Piano play settings
Organ button for Organ play settings
Arranger button for Style Play settings

Up to 324 Types of Tones and 171 Types of Styles Built In

Support for a wide range of musical genres
Expanded number of Styles on the included Style disk

Piano Tones with Stereo Sampling and Digital Effects

Re-creates the sounds of a high-quality concert grand piano

Hammer-action Keyboard

Realistic piano performances are possible

Ample 64 Voices

Up to 64 voices can be played simultaneously

A Simple Yet Versatile Composer Is Built In

Simple recording
Playback of commercial music data
A wide-ranging Composer menu
- 16 Track Sequencer
- Chord Sequencer
- Song Edit
- Style Composer
- Style Converter

Microphone Input Jack

Equipped with an echo adjustment function

GENERAL MIDI

General MIDI System

The General MIDI System is a set of recommendations which seeks to standardize the MIDI support features of sound generating devices. Sound generating devices and musical data (disks) carrying the General MIDI logo conform to the General MIDI specifications. This means that whenever you play music data marked with the General MIDI logo, the musical response will be identical when played on any device which also carries the General MIDI logo.

GS Format

Roland developed the GS Format to standardize the response of sound generators when MIDI is used for the production of music. By using a GS Format sound generating device, you can be assured that you will always obtain a faithful, high-quality rendition of any commercially available music data that carries the GS Format logo.
The KR-1070's sound generator fully supports both the General MIDI system and the GS Format—so you can use music data that is designed for either standard.

SMF

SMF Music Data

The KR-1070 is capable of playing Standard MIDI Files, such as "SMF Music Data" (720 KB/1.44 MB format 3.5 inch floppy disks).

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Important Notes

In addition to the items listed under "IMPORTANT SAFETY INSTRUCTIONS" and "USING THE UNIT SAFELY" on pages 2 and 3, please read and observe the following:

Power Supply

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- This piano is very heavy. It should only be placed on floors capable of supporting this amount of weight.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Observe the following when using the unit's floppy disk drive. For further details, refer to "Before Using Floppy Disks" (p.8).
  - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
  - Install the unit on a solid, level surface.
  - Do not move the unit or subject it to vibration while the drive is operating.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- To avoid damage to the instrument due to surface finish deterioration or parts from warping and cracking. Do not place this instrument in the following locations:
  1. A location where the temperature or humidity changes drastically.
  2. A location where the instrument may be affected by direct sunlight.
  3. An extremely dry location, such as near a heater or fireplace.
  4. An extremely moist or humid location.
  5. An extremely hot or cold place.

Place the instrument in an area where the temperature range is from 32 degrees Fahrenheit to 104 degrees Fahrenheit (0 to 40 degrees centigrade).

Repairs and Data

- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up on a floppy disk, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- This piano is very heavy. Take care during assembly and dis-assembly to avoid accidents. If you are unsure of your ability to safely assemble or dis-assemble this piano, let professional piano movers do this for you.
- To move the instrument to a different place or location, please have it moved by a professional, piano mover.
- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory and on a floppy disk.
- Unfortunately, it may be impossible to restore the contents of data that was stored on a floppy disk and in the unit's memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).
- Please handle the music desk gently as instructed on page 12.
- Do not pull the music desk too far forward when setting/releasing its latches.

- Do not place any of the following items on this instrument:
  1.Cups, glasses or flower vases containers water or other liquids.
  2.Containers of alcohol-based products, such as liquor, especially if perfume, cosmetics, aerosols, etc.
- Do not leave rubber or vinyl objects on this instrument for long periods of time, since this may cause the surface to change color, or develop irregularities.
- Keep the keyboard lid and the top closed when the instrument is not being played. This will protect the instrument from being damaged by dust, dirt, moisture, sunlight, or other objects which may fall onto it.

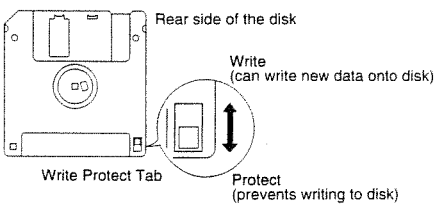
Before Using Floppy Disks

Handling the Floppy Disk Drive

- Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure the installation does not exceed the permissible range: upward, 0°; downward, 0°.
- Avoid using the unit immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the unit has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.
- To insert a disk, push it gently but firmly into the drive—it will click into place. To remove a disk, press the EJECT button firmly: Do not use excessive force to remove a disk which is lodged in the drive.
- Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is brightly lit); damage could result to both the disk and the drive.
- Remove any disk from the drive before powering up or down.
- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.

Handling Floppy Disks

- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10 to 50° C (50 to 122° F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
- Floppy disks have a "write protect" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- Disks containing performance data for this unit should always be locked (have their write protect tab slid to the "Protect" position) before you insert them into the drive on some other unit (except the PR-300, or a product in the HP-G, MT, KR, or Atelier families), or into a computer's drive. Otherwise (if the write protect tab remains in the "Write" position), when you perform any disk operations using the other device's disk drive (such as checking the contents of the disk, or loading data), you risk rendering the disk unreadable by this unit's disk drive.
- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Put the disk back into its case for storage.

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* Apple® is a registered trademark of Apple Computer, Inc., in the United States and other countries.
* Macintosh™ is a trademark of Apple Computer, Inc., in the United States and other countries.
* IBM PC® is a registered trademark of International Business Machines Corporation in the United States and other countries.

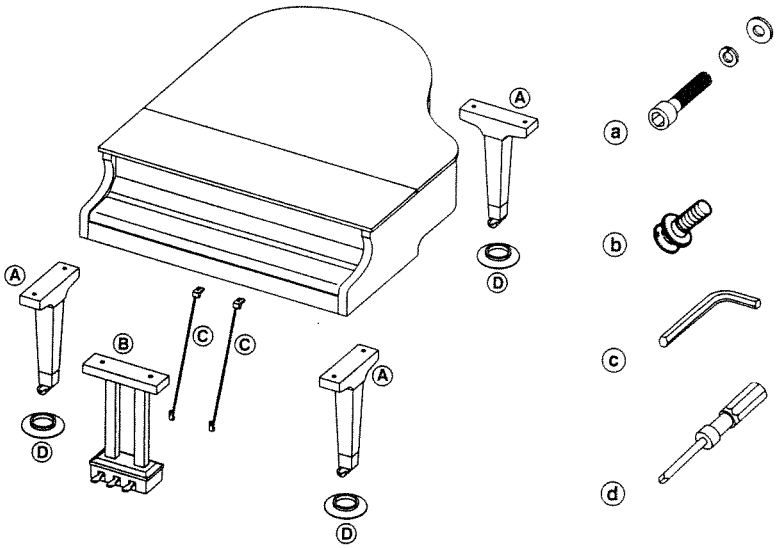
How to assemble the KR-1070

Assembly should be carried out by three people or more. The piano and stand are heavy. Take sufficient care in handling them. Install the piano in a location which is level and stable.

■ Check the parts

Before you begin assembly, check that you have all the following parts.

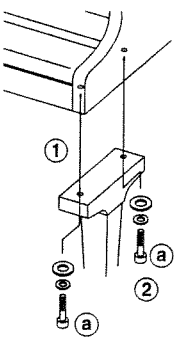
Ⓐ Stands (legs)	3
Ⓑ Lyre assembly	1
Ⓒ Lyre support sticks	2
Ⓓ Caster Cups	3
ⓐ Bolts	
Hex socket head cap bolts (M12X75)	8
Spring washers	8
Plain washers	8
ⓑ Screws (M3.8X20)	4
ⓒ Hex wrench	1
ⓓ Phillips/slotted screwdriver	1



■ Assemble procedure

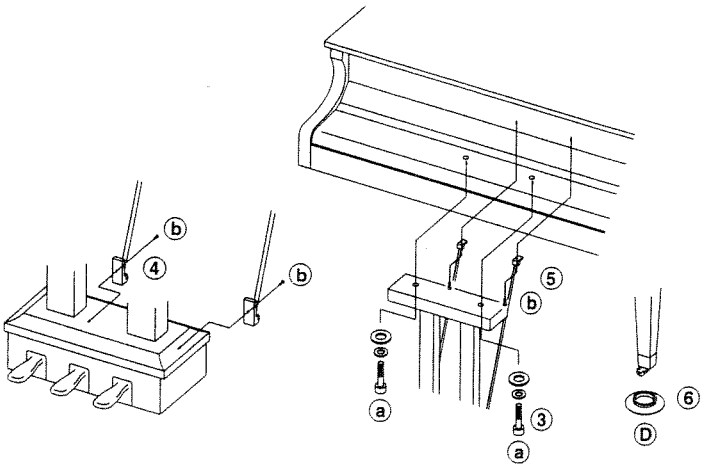
1. Attach the stands (legs) to the piano.

1. Position the stands Ⓐ in place beneath the piano.
2. Using the bolts ⓐ, fasten the stands Ⓐ to the piano. Tighten the bolts firmly with the hex wrenched.

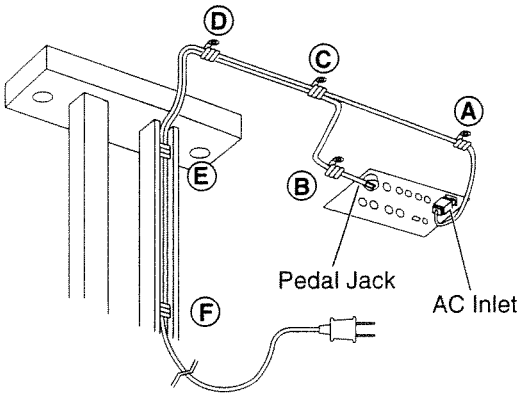


2. Attach the lyre assembly

3. Using the bolts ⓐ, fasten the lyre assembly to the piano. Tighten the bolts firmly with the hex wrenched.
4. Using the screws ⓑ, fasten the lyre support sticks to the lyre box.
5. Using the screws ⓑ, fasten the lyre support sticks to the piano.
6. Place the caster cups Ⓓ beneath the casters of the stands.



How to connect the Power Cord and the Pedal Cord



1. Connect the supplied Power Cord to the AC Inlet Jack.
2. Connect the Pedal Cord to the Pedal Jack on the bottom of the unit.
3. Wrap ties A and B around the Power Cord and the Pedal Cord, and fasten the Power Cord with ties A and B (see illustration above).
4. Wrap ties C, D, E and F around the Power Cord and Pedal Cord to fasten the Power Cord and the Pedal Cord (See the picture above).
5. Connect the Power Cord to the wall outlet.

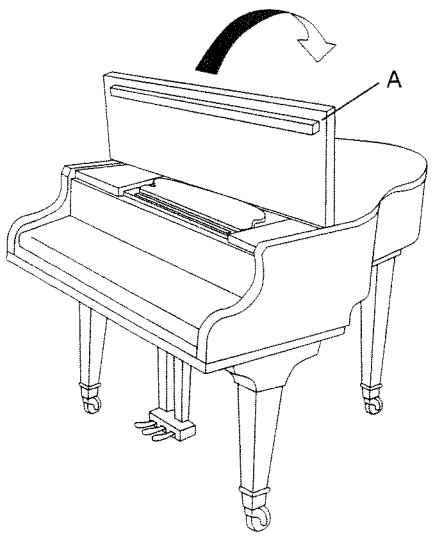
* *You can also thread the power cord through the lyre box. Please refer to the supplied leaflet: "How to Assemble the KR-1070/How to Attach the Power Cord and Pedal Cord."*

Opening and closing the top

* *Children must not be permitted to open or close the top on their own--adult supervision is required.*

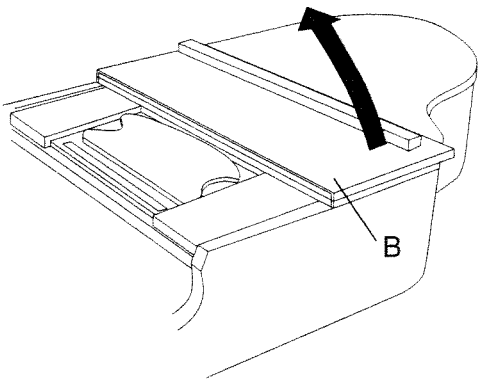
To open only the front top:

1. Lift the right front (the upper note side A) of the board with both hands, fold it back, and then lay it down slowly on the top.

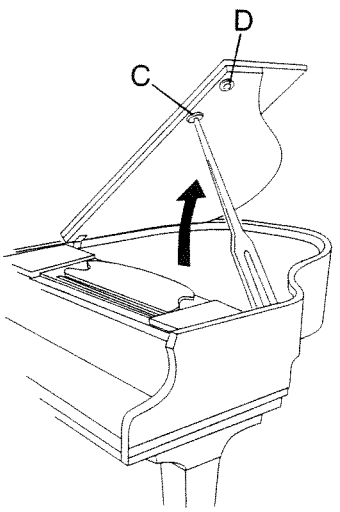


To open both the front top and the top:

2. Follow step 1 to open the front top. Then, with the two boards layered, lift the right front (the upper note side B) of the board with both hands.

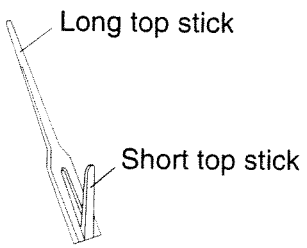


3. While holding up the top with one hand, lift up the top stick and insert its end into the appropriate top slip (C or D).



Select a top slip as follows:
For the long top stick: Inner top slip (C)
For the short top stick: Outer top slip (D)

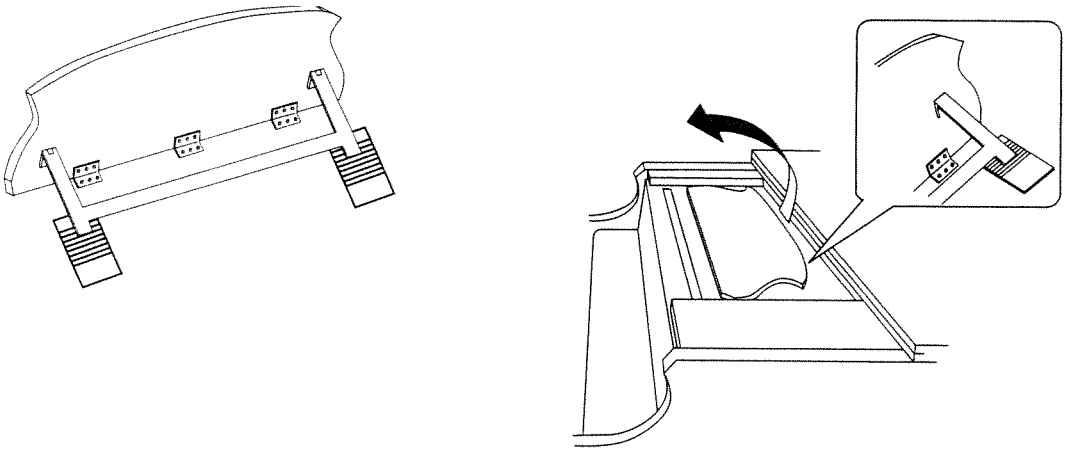
* *If you use the wrong top slip, the top stick could slip out of the top slip, causing the top to fall.*



* *Make sure that the end of the top stick is inserted securely into the center of the top slip. If not, the top may fall.*

To close the top, reverse the procedure explained above.

Raising the Music Desk

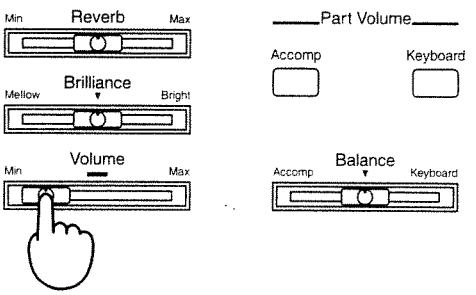


1. Open the front top.
2. Grasp the upper part of the music desk and raise it.
3. Place the music desk prop, at the rear of the music desk, into a slot.

To close the music desk, reverse the procedure explained above.

Turning on the Instrument

1. **Before turning the instrument on, lower the volume with the [Volume] slider on the left side of the panel.**
2. **Press the [Power] switch on the left side of the panel.**
   Several seconds after the power is turned on you will be able to hear sounds played on the keyboard.

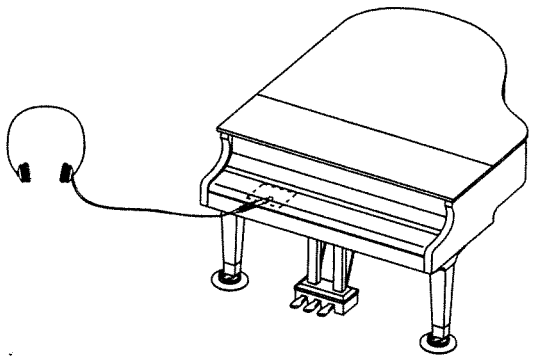


The power is ON when the switch is pressed.
The power is OFF when the switch is pressed again.

* *In order to protect its circuits, the instrument requires a few moments after turning the power on before it is ready for operation.*

Using Headphones

This unit features two headphones jacks. Two people can use headphones simultaneously, making it convenient during lessons or when playing pieces with another person.
The headphones jacks are at the lower left of the unit. When headphones are connected, the keyboard's speaker stops playing, and the sound then comes from the headphones. You can enjoy performing without worrying about bothering anyone around you, even at night.

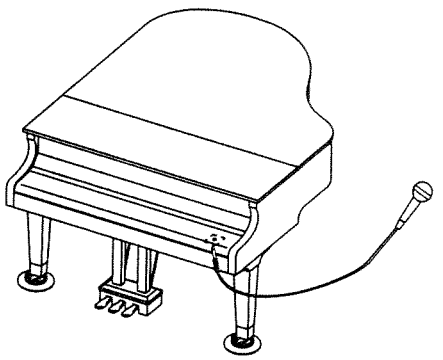


The volume of the headphones is adjusted using the main [Volume] slider.

* *Please use stereo headphones.*
* *Listening at excessive volume levels for extended periods may result in impaired hearing–please take appropriate cautions.*

Using a Microphone

With the Microphone input featured with the KR-1070, you can use a microphone. Sing along karaoke-style using music data as background, do voice-overs while playing the keyboard–you can enjoy singing in a wide variety of situations.
The microphone jack is located at the lower right of the rear panel.



Adjust the microphone volume by using the unit's Microphone [Volume] knob.
To adjust the amount of echo to the sound, use the Microphone [Echo] knob.

* *We ask you to remember to be conscious of the volume level when playing late at night or early in the morning.*
* *Please use the microphone from your home karaoke set. If you are buying a microphone to be used especially with the KR-1070, please consult the dealer where you purchased this instrument.*

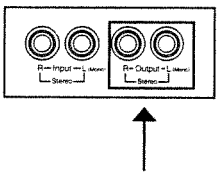
<Cautions with Using the Microphone>
If the volume control on the microphone is turned up when it is plugged into the unit, noise may be produced by the speakers. Please lower the microphone volume on the unit before plugging it in.
Depending on the positioning of the microphone relative to the unit's speaker, a "howling" noise may be produced. If this happens, point the microphone in a different direction, or lower the microphone volume.

Connecting Audio Equipment and Other Electronic Instruments —The Input and Output Jacks

With the KR-1070, you can play sounds from this instrument through other speakers, as well as have sounds from devices such as CD players play through its speakers.

● **Sending Audio to External Equipment**

Before connecting the KR-1070 to another piece of equipment, turn off the power to both devices. When you wish to play sounds from the KR-1070 through external speakers, or record your music using a tape recorder, connect the devices by plugging one end of the cable into the Output R/L jack on the bottom of the instrument, and the other end into the AUX IN or LINE IN jack of the accompanying keyboard amplifier or mixer.



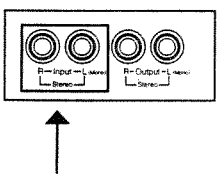
* *If you are connecting the unit to a device with a monaural input, be sure to connect the unit by using the Output L (Mono) jack.*

After you have connected the equipment, the next step is to turn on the power. If this is not done in the correct sequence, there can be a danger of malfunction, or even blown speakers.

1. **Turn on the power to the KR-1070.**
2. **Turn on the power to the connected device.**
   When switching off the power, turn off the devices in the reverse order.

● **When Playing Sounds From External Equipment Through The KR-1070's Speaker(s)**

Before connecting this instrument to another piece of equipment, turn off the power to both devices. When you want to play sounds from another device such as a CD player or additional synthesizer, connect the equipment by plugging one end of the connecting cable into the Input L/R jack on the bottom of the KR-1070, and the other end into the LINE OUT jack of the connected device.



* *If you are connecting the unit to a device with a monaural output, be sure to use the Input L (Mono) jack on this unit.*

After you have connected the equipment, the next step is to turn on the power. If this is not done in the correct sequence, you risk causing a malfunction, or even blown speakers.

1. **Turn on the power to the connected device.**
2. **Turn on the power to the KR-1070.**
   When switching off the power, turn off the devices in the reverse order.

Maintenance

- For regular dusting, use a soft, clean cloth and/or a piano-use feather duster. Be sure to wipe gently. Even tiny granules of grit can damage the surface of the instrument if you use too much pressure when wiping.
- If the instrument gets dirty, wipe with a soft cloth that has been soaked in water, then squeezed dry. Afterwards, wipe it again with a soft dry cloth. Do not use any cleaners or detergents, since that might cause deterioration and cracks on the surface of the instrument. Do not use dusting cloths that contain chemicals.
- If the surface of the unit loses its luster, wipe it thoroughly with a cloth included with your instrument dampened with a little of the polishing liquid (PIANO SHAIMY).

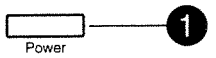
Note on using the polishing liquid (PIANO SHAIMY)

This is a toxic liquid and must not be ingested (swallowed). If the polishing liquid is ingested, induce vomiting immediately and also immediately go to the hospital.

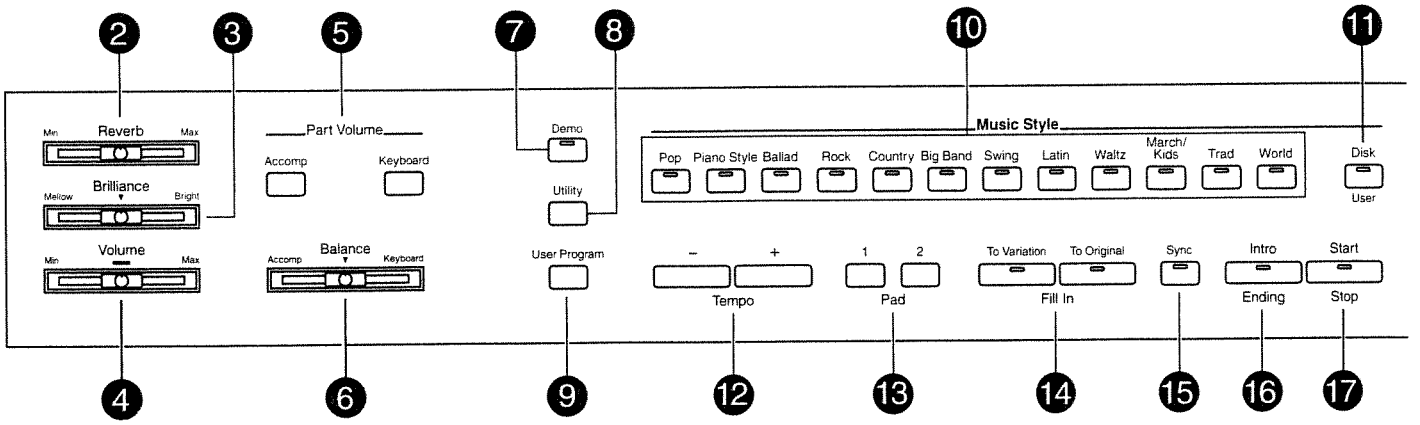
- **Do not use the polishing liquid for anything lacquered, on matte-finished furniture or pianos, or on piano keyboards.**
- **Keep the polishing liquid out of the reach of small children.**
- **Do not let it get into your eyes. If should get into your eyes, rinse them with running water for more than 15 minutes, then consult your doctor immediately.**
- **If it touches your skin, wash the region thoroughly, using soap.**
  If you develop a rash, consult your doctor immediately.

- Never use benzine, thinners, or alcohol to avoid the possibility of discoloration and/or deformation.
- Please do not wipe the keyboard with the cloth with which the polishing liquid is applied.

Panel Descriptions



1. [Power] Switch
Turns the instrument On and Off. (p.12)



2. [Reverb] Slider
Adjusts the level of the reverb effect. (p.32)

3. [Brilliance] Slider
Adjust the level of brilliance of the sound.
Moving the slider to the right increases the brightness of the tone, and moving it to the left makes the sound more subdued.

4. [Volume] Slider
Adjusts the instrument's overall volume.

5. Part Volume Button
Adjust the volume of each individual part in a Performance. (p.45)

6. [Balance] Slider
With this, during the performance of a Style, you can adjust the balance of the volume levels of the accompaniment and the melody. (p.40)

7. [Demo] Button
You can view an introduction to the functions of the KR-1070 on the screen, and with a game-like program, learn how to identify sound and chords. (p.21)

8. Utility Button
This is used to make various Performance settings. (p.69)

9. [User Program] Button
Program panel settings as "User Programs," and call up recorded User Programs. (p.66)

10. Style Group Button
Selects Music Style group. (p.37)

11. [Disk/User] Buttons
Used to call up either Disk Styles (p.43) or User Styles. (p.56)

12. Tempo Buttons (+/-)
Provides adjustment of the tempo during a performance. (p.40)

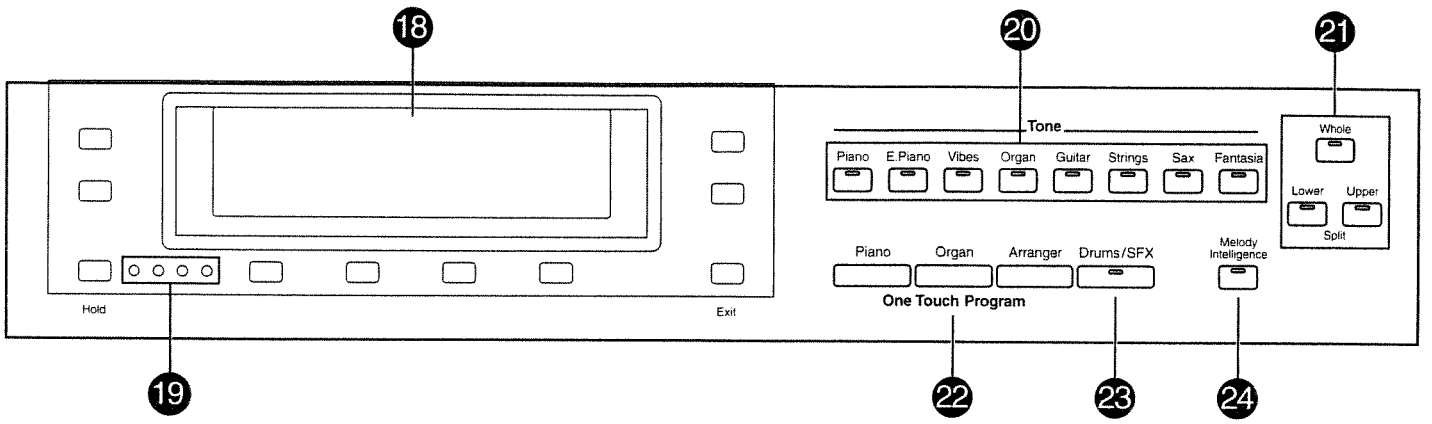
13. Pad Buttons (1/2)
With this button you can assign various functions relating to performances. (p.67)

14. Fill In Button
- Used to select the accompaniment pattern for a Music Style. (p.41)
- Used to switch from the accompaniment pattern to a Fill-In during a performance. (p.41)

15. [Sync] Button
Allows you to start a Music Style with the timing used when you start playing the keyboard. (p.38)

16. [Intro/Ending] Button
Press this button when you want to start a Style performance with an intro, or when you want an ending to close the performance. (p.38)

17. [Start/Stop] Button
Used to start or stop a Style performance. (p.39)



18. Display
Displays various information relating to the current operation.

19. Beat Indicators
This indicator flashes in time to the beat of the selected Style or Performance data.

20. Tone Group Buttons
Used to select a Tone Group. (p.31)

21. Part Buttons
The lit indicators on the Part button allow you to easily check which Part is currently selected.

[Whole] Button
Use this button when you want to select one tone for the entire keyboard. (p.33)
Can be used in Piano Style Arranger play. (p.36)

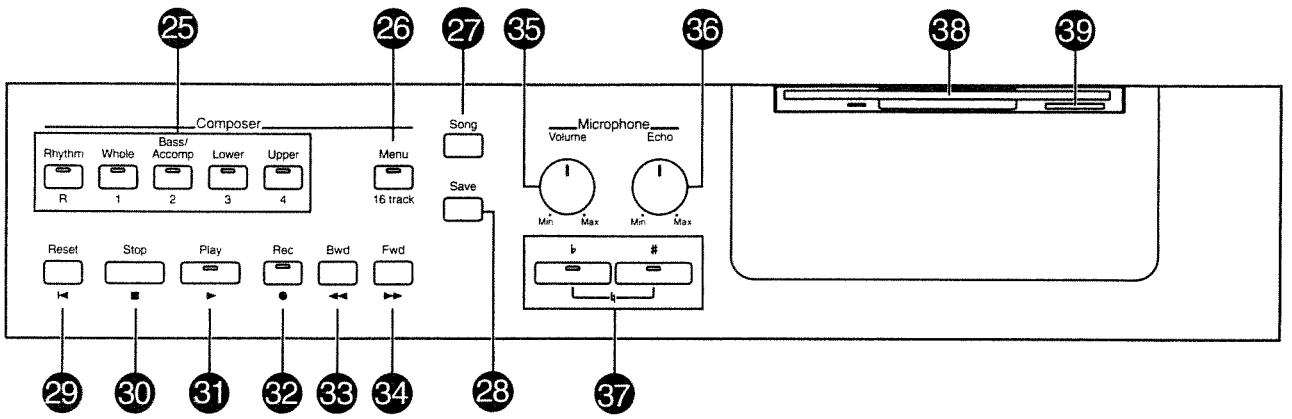
[Lower] Button
This button is pressed when the keyboard is in Split Play. (p.34)
It is used to adjust the Lower tone. (p.34)

[Upper] Button
It is used to adjust the Upper tone. (p.34)

22. One Touch Program Buttons
This feature makes it possible to instantly access a desired Performance with one touch, no matter what the current panel settings are. (p.23)

23. [Drums/SFX] Button
When pressed, allows Drum Sounds and Effects to be played. (p.28)

24. [Melody Intelligence] Button
This is used when you want to add a harmony to be added to the melody being played. (p.44)



25. Track Button
Used to select the tracks to be recorded on or muted. (p.46)

26. [Menu] Button
Used to select menus used in various recording functions such as 16 Track Sequencer, Style Composer, and Edit. (p.53)

27. [Song] Button
Used to select performances on floppy disks. (p.28)

28. [Save] Button
Press this button to save recorded material to floppy disks. (p.50)

29. [Reset] Button
Pressing this button returns you to the beginning of the song.

30. [Stop] Button
Stops playback or recording of the music being played.

31. [Play] Button
Used to begin playback of a performance.

32. [Rec] Button
Press this button to begin recording a performance.

33. [Bwd] Button
"Rewinds" the song/data sequentially.

34. [Fwd] Button
Used to "Fast Forward" through the musical data.

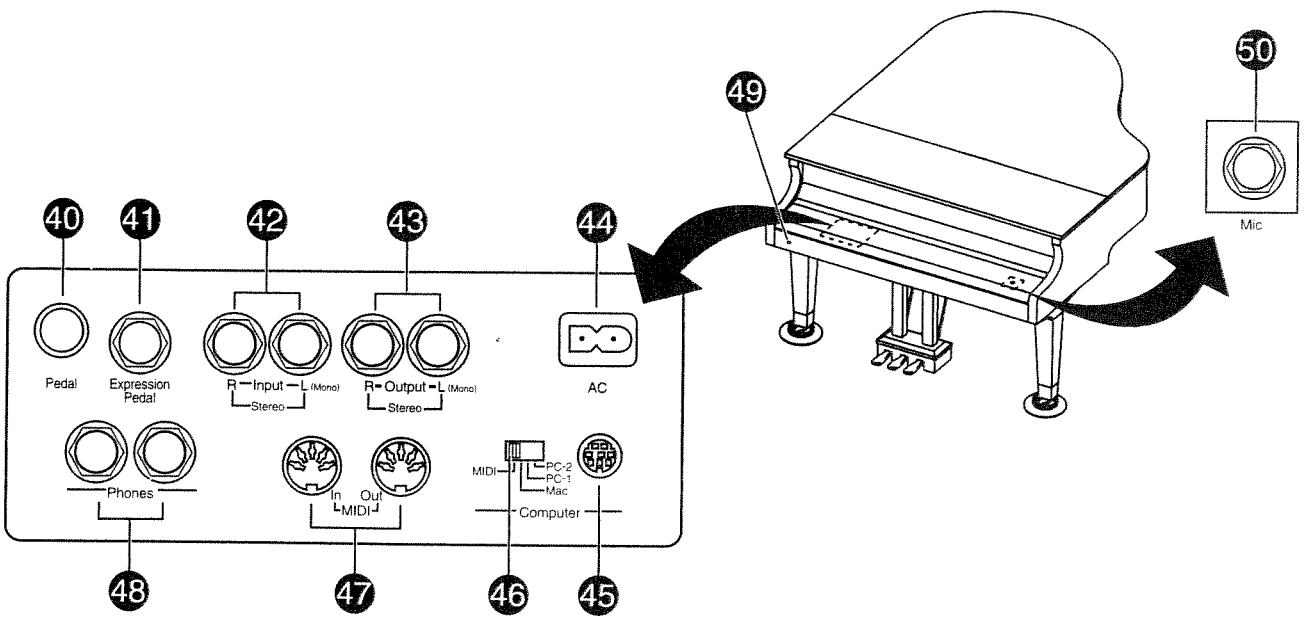
35. Microphone [Volume] Knob
Adjusts the volume of the microphone connected to the KR-1070. (p.30)

36. Microphone [Echo] Knob
Adjusts the amount of echo added to the microphone input. (p.30)

37. [♭]/[♯] Buttons
Changes the key of the performance data. (p.30)

38. Disk Drive
Used when carrying out such functions as playing back material recorded on floppy disks, or saving recorded performances to floppies.

39. Eject Button
Pressed when you want to eject the floppy disk.



40. Pedal Connector
The pedal cord plugs into this connector. (P.10)

41. Expression Pedal Jack
When an expression pedal (sold separately) is connected here, you can control the volume with your foot.

42. Input [R]/[L (MONO)] Jacks
You can play output from tape recorders and CD players by connecting these sources to the KR-1070's input terminal. (p.14)

43. Output [R]/[L (MONO)] Jacks
When you wish to play sounds from the KR-1070 through other speakers, or record the output with a tape recorder, use this connector to connect cables to such equipment. (p.14)

44. AC Inlet
The AC power cable connects here. (p.10)

45. Computer Connector
When you want to exchange performance data between this unit and a computer, plug in the computer output cable into this connector. (p.74)

46. Computer Switch
This switch is set before connecting external MIDI devices or computers to the KR-1070. (p.74)

47. MIDI Connectors
The MIDI cable plugs into this connector when you are going to exchange MIDI performance information with an external MIDI device. (p.74)

48. Phones Jucks
You can connect headphones to those jacks.

49. Power Indicator
This will lit when the power of the unit is on.

50. Microphone Jack
You can connect a microphone to this jacks.

Basic Operation and How to Read the Display

This instrument features a large-sized screen on which various information is displayed. Numerous operations involve using this display screen.

Typographic Conventions Used in this Owner's Manual

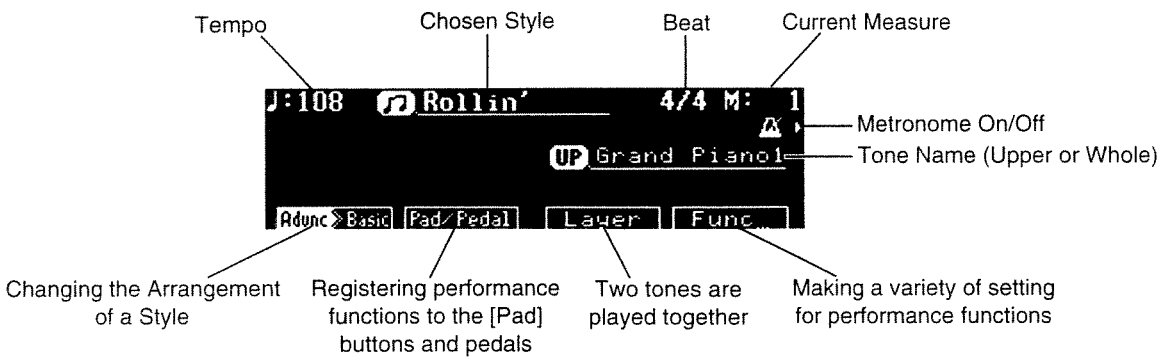
This Owner's Manual uses the following typographic conventions to indicate panel buttons and items appearing on the display.

[ ] : This indicates a button or slider on the panel.
Example: Press the Tone Group [Piano] button.

< > : This indicates an item appearing on the display. To choose such an item, press the corresponding button (located below or to the side of the item).
Example: Press <Func...> on the display.

The Basic/Home Screen

During ordinary performances, the following "Basic Screen" will appear in the display.



How to Perform Operations Using the Screen

Changing Screen Pages—<Page ▶▶><◀◀ Page>

Some screens may be composed of multiple pages.
By pressing <Page ▶▶> you will continue to the next page.
Pressing <◀◀ Page> returns you to the previous page.

Retaining a Screen—The [Hold] Button

Depending on the screen being displayed, after several seconds you will be returned to the previous screen, or to the Basic screen. At times when you do not want the screen to change, you can keep the current screen in the display by pressing the [Hold] button.

Returning to the Previous Screen, or to the "Basic" Screen—The [Exit] Button.

By pressing the [Exit] button, you will be returned to the previous screen, or to the Basic screen.

* *You can adjust the contrast of the display. Please refer to "Adjusting the contrast of the Display" (p.71).*

An Introduction to the Functions—[Demo] Button

Let's use the display to take a look at the functions the KR-1070 has to offer. Just follow along on the display.

1. **Press the [Demo] button.**
   A "Demo screen" like the one below appears on the display. The Demo screen is made up of three pages.
2. **Press <▲> and <▼> at the right of the display to change the Demo screen.**
   The screen changes, allowing you to view the introduction to other functions.
3. **Press a button at the bottom of the display to choose an item.**
   A screen showing the functions and operation of the selected item appears.
4. **Press the [Demo] button to end the Demo Screen.**

* *If you wish to make other settings, press the [Demo] button to end the Demo screen.*

Listening to the Demonstration Songs of <Sounds>

You can listen to the demonstration songs that use internal sounds.
The demonstration songs are divided into four different groups depending on the musical instrument used. These groups are called Demo Groups.

1. **From the Demo screen, press <Sounds>.**
2. **Press <DEMO> at the bottom right of the display.**

To listen to all the songs consecutively:

3. **Press <Play ▶ > at the lower left of the display.**
   All the Demo songs in all the Demo Groups will be played one after the other until you choose to stop.

To stop playing:

4. **Press <Stop ■>.**

To listen to the next song:

4. **Press < ▶▶| >.**
   The next song will be played.

To listen to the previous song:

4. **Press < |◀◀ >.**
   The previous song will be played.

To listen to a particular Demo Group:

3'. **Press the button next to the display to select the Demo Group you wish to hear.**

The selected Demo Group will be played from the beginning to the end until you choose to stop.

* *If you press the button of the currently selected Demo Group, the next song within the group will be played. The Demo Group will be played repeatedly until you choose to stop.*

* *Please refer to "Demo Song List"(p.89) and "Profiles of Demo Song Composers"(p.90) for the information of demo songs.*

* *All rights reserved. Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.*

* *No data for the music that is played will be output from MIDI Out.*

Using <Language> to Choose the Language of the Screens

The Basic menu and part of the Demo menu can be displayed in other languages.

1. **At the Demo screen, press <Language>.**
2. **Use the buttons at the side of the display to choose the language.**

* *The settings reverts to the original language when the power is switched off. If you want to save the setting even when the power is turned off, take a look at "Memory Backup" (p.73).*

How to Use <Game>

Selecting <Game> lets you play a note-guessing or chord-guessing game.

1. **At the Demo screen, choose <Game>.**

2. **Use the buttons at the bottom of the display to choose a game.**
   From left to right, the games displayed are "Guess the Note," "Guess the Chord," and "Chord Practice."
   - Guess the Note.....Listen to the sound that's played, and guess what note it is.
   - Guess the Chord.....Listen to the chord that's played, and guess what notes are used to make it up.
   - Chord Practice .....Look at the chord and try to play it.

Here's how the game progresses.

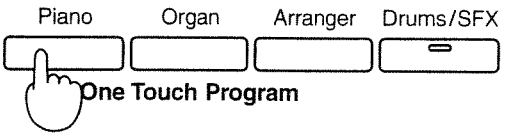
3. **Use the buttons at the bottom of the display to choose either "Beginner" or "Advanced."**
   The problem appears on the display.
   ↓
   A few seconds after the problem is shown, the first hint appears in the center of the screen.
   ↓
   After a few more seconds, the second hint appears in the center of the screen.
   ↓
   Try to answer before time runs out.
   The faster you guess correctly, the better your score.

One Touch Program

By pressing the One Touch Program [Piano], [Organ], or [Arranger] buttons, you will be able to immediately access desired performances with just one touch, regardless of what the current panel settings are.

Let's Try a Piano Performance—The One Touch Program [Piano] Button

This is the default setting when the power is turned on.



1. **Press the One Touch Program [Piano] Button.**
   A picture of a piano will appear on the screen, and at this point a piano performance can be played using the entire keyboard.
   The piano tone setting will be set to "Grand Piano 1."

   This screen is called the "Piano Screen."
   The " — " mark printed on the [Volume] slider represents the volume typically obtained from a piano.

Let's Try Adjusting the Piano Tone—Opening and Closing the Lid

With the KR-1070, you can simulate the change in tone of a grand piano that comes about when the piano's lid is opened more, or less.

1. **Press the One Touch Program [Piano] Button, and the Piano screen will appear.**
   Pressing <▲OPEN> and <▼CLOSE> adjusts the amount of the "opening" of the piano lid.
   Each time you press the <▲OPEN> button, the lid of the piano shown on the screen will open more, creating a brighter tone.
   Each time you press the <▼CLOSE> button, the lid of the piano shown on the screen will close more, creating a mellower tone.

Select the Piano Type—< ◀ Type><Type ▶ >

The Piano Type can be selected using < ◀ Type> <Type ▶ >. After selecting the Piano Type, simply press the [Piano] button in One Touch Program to play it. The Piano Type you have selected will be retained until the unit is switched off.

* *When the unit is switched off, "Grand Piano 1" will be automatically restored.*

Let's Turn On the Metronome

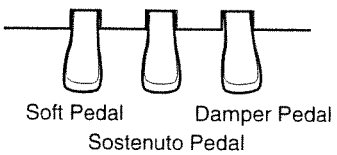
the KR-1070 features a metronome function. When you want to practice using a precise tempo, try playing the metronome to keep in time.
Each time you press the button to the right of the metronome shown above the display, the metronome will be turned on or off.
When desired, adjust the tempo with the Tempo [+] and [-] buttons.
Pressing the [+] and [-] buttons simultaneously will return the keyboard to the default standard tempo.

* *You can change the metronome's volume and beat. Please refer to "Changing the Volume and Beat of the Metronome" (p. 62, 70).*

* *The metronome's beat and tempo will be the same as that of the presently selected Style.*

Let's Use the Pedal

When the KR-1070 is turned on, or when the One Touch Program [Piano] button is pressed, the three pedals function in the following manner:



Soft Pedal	Pressing the Soft pedal yields a softer tone.
Sostenuto Pedal	When you step on the Sostenuto pedal, only the tone of the depressed keys are sustained. There is no effect on the tone of notes played afterward.
Damper Pedal	Pressing the Damper pedal the overall tone is sustained.

With the soft and damper pedals, you can use a half-pedaling technique, whereby the length of lingering tones can be subtly controlled by pressing the pedal.

* *The functions of the three pedals differ in Style Play and Split Mode.*

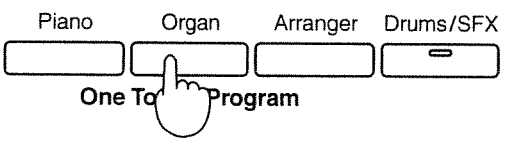
The Function Menu—<Func...>

This feature is used to make settings for the various functions related to Piano performances.
For more detailed information, please refer to "Piano Screen Functions" (p.62).

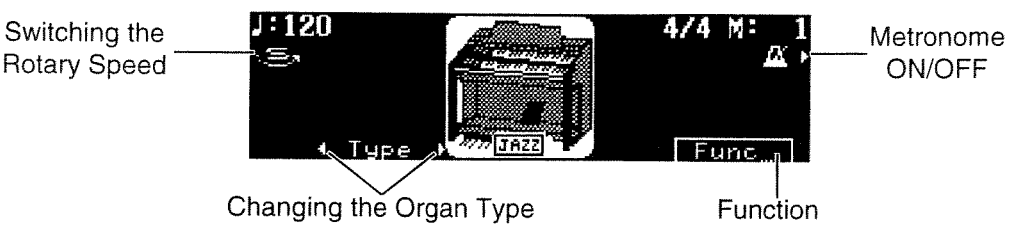
This instrument features many tones besides the piano tone. If you should want to play using a different tone, please refer to "Selecting Tones" (p.31).

Let's Try an Organ Performance

—The One Touch Program [Organ] Button



1. **Press the One Touch Program [Organ] Button.**
   A picture of an organ will appear on the screen, with the keyboard being split at F♯3 into Lower (left hand) and Upper (right hand) keys.



This screen is called the "Organ Screen."
A Jazz Organ tone, "Lower Organ 1" in the Lower keys and "Jazz Organ 1" in the Upper keys, has been preset.

Let's Try Adjusting the Rotary Effect—Rotary Speed

The Jazz Organ tone has a rotary effect added to it. This simulates the effect obtained when a speaker is rotated.
Change the speaker rotation speed by switching between the two available speeds: each press of the button toggles the rotation speed between S (Slow) and F (Fast).

Let's Select an Organ Type—< ◀ Type><Type ▶ >

Use < ◀ Type> and <Type ▶ > to make your selection.
The selected organ type is retained until power is turned off. Any time after you have chosen an organ type, you can begin playing using that selection merely by pressing the One Touch Program [Organ] button.

* *When the power is switched off, the organ type is reset to "Jazz Organ."*

The Function Menu—<Func...>

This feature is used to make settings for the various functions related to organ performances.
For more detailed information, please refer to "Organ Screen Functions" (p.64).

Let's Try Playing a Style—The One Touch Program [Arranger] Button

The KR-1070 comes with an "Arranger" function which makes it possible for you to enjoy playing ensemble performances of various musical genres–all by yourself!
From prepared Music Styles in each musical genre, this Arranger function automatically creates and plays accompaniment to match the chords being played. This kind of performance using the Arranger function is called "Style Play."

A Simple Explanation of How to Use Style Play

Before actually trying to use Style Play, let's first take a look at the sequence of procedures involved.

1. **Press the One Touch Program [Arranger] Button.**
   The keyboard is now split at F♯3 into accompaniment in the Lower (left hand) keys and the Upper (right hand) keys.

2. **Select a Style.**

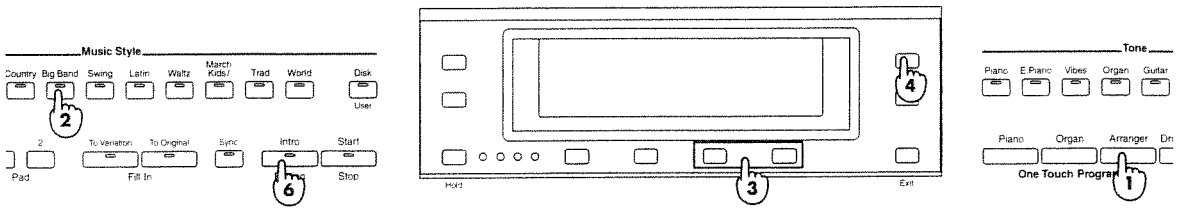
3. **Play a chord in the Lower keys, and the accompaniment will start.**
   An intro plays at the beginning of the piece, so the melody begins to play in the Upper keys after the intro is completed.
   Adjust the pace of the accompaniment with the Tempo button.

The following features allow you to make simple chord settings:
- You can set chords with one finger (see "Easy Fingering For Chords" (p.42))
- It is not necessary to hold down one chord until the next one is played. After playing one chord, you can then go ahead and lift your hands from the keyboard, allowing you to get ready to play the next chord.

4. **When the performance is over, press the [Intro/Ending] Button.**

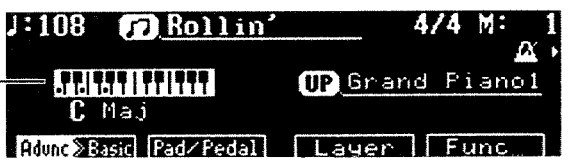
What do you think? Do you see how that goes together?
Now let's try actually Style Play at the next step.

Let's Play "When The Saints Go Marching In"



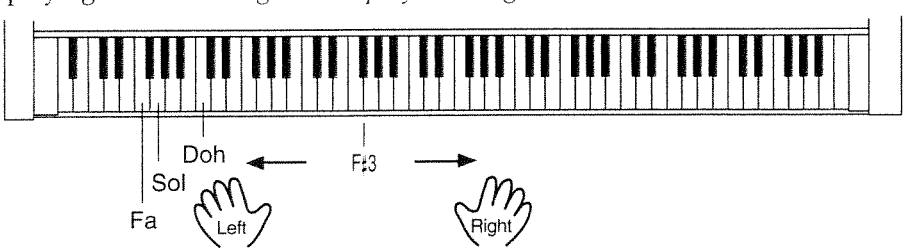
1. **Press the One Touch Program [Arranger] Button.**
   The "Basic Screen" will appear in the display, and when you play the Style, the chords being played are shown.

Graphic Chord Display



2. **Select the [Big Band] button from the Style Group.**
3. **Press <Page ▶▶> and <◀◀ Page> to display a screen like the following.**

4. **From the list of Styles shown in the display, select <Jazz Band>.**
   The Style ("Jazz Band") has now been selected.
   After a few seconds, the Basic Screen returns to the display.
5. **When you play the "Do" (C chord) key in the score below, the accompaniment will begin playing.**
   At the beginning, a eight-measure intro is played, so after the intro is finished, you can begin playing the melody.
   Let's try playing while learning how to play the "Right" and "Left" shown beneath the score.



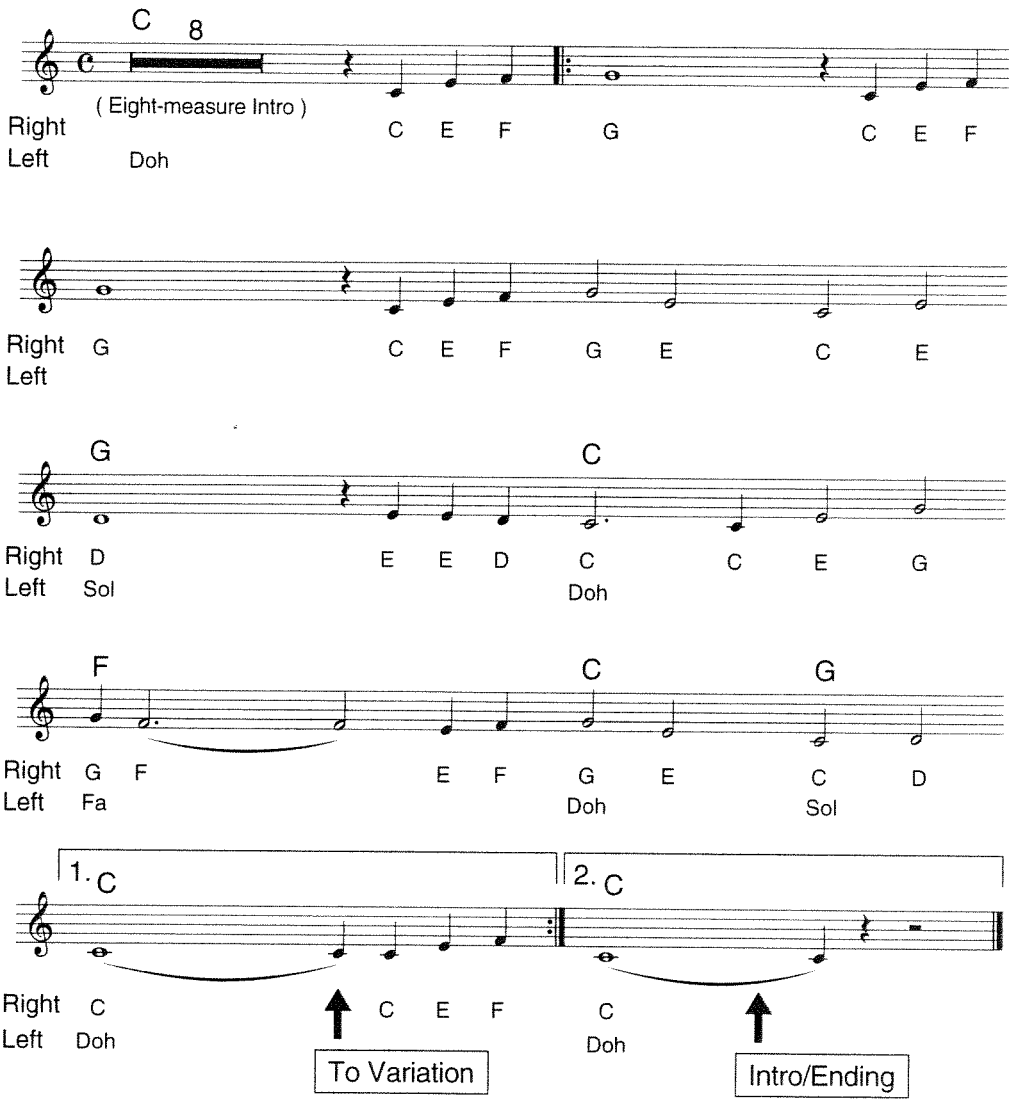
If you want to slow down the accompaniment, press the Tempo [-] button.
If you would rather speed the accompaniment up, press the Tempo [+] button.
Pressing the [+] and [-] buttons simultaneously will return the keyboard to the default standard tempo.

6. **When the performance is over, press the [Intro/Ending] Button.**
   The style, with special ending, will stop playing.
   If you would like to start the performance playing again, press the [Intro/Ending] button. After that, when you play "Do" (C chord) in the lower keys, the accompaniment will begin playing.

* *There are many ways to start and stop a Style. Please refer to "Starting and Stopping Styles" (p.37).*

When The Saints Go Marching In

American Traditional



Once you feel you know your way around when playing on the keyboard, let's try adding some changes while the song is playing.

Where "To Variation" is indicated in the music, press the Fill In [To Variation] button.
Did that change the feeling of the song?

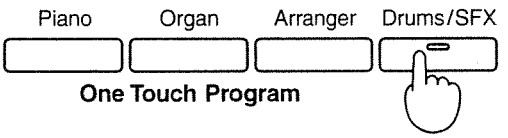
Choosing a different Style creates a different mood in the performance

Let's check out the various Styles, and try to find one that really goes well with the song.
Example: "March 4/4," "March 6/8" (Style Group: March/Kid's)
For more on how to select Styles, please refer to "Selecting Styles" (p.37).

* *If you want to perform using other tones in the Upper part, please refer to "Selecting Tones" (p.31).*

Let's Try Some Drum Sounds and Effects—The [Drums/SFX] Button

You can have various drums and effects sound while you play the keyboard.



1. **Press the [Drums/SFX] button.**
   "Drum Screen" set will appear in the display.
   Depending on the key played, various drum sounds will be produced, while in the display, pictures of each drum will be shown.

* *For more on each key's drum sound or effect, please refer to the "Drum Set List" (p.86).*

If you press the [Drums/SFX] button once more, or press the [Exit] button, you will be returned to the previous screen.

Let's Try Switching Drum Sounds and Effects

1. **Press <SFX>.**
   "SFX Screen" will appear in the display.
   Depending on the key played, various effects will be produced; while in the display, pictures representing each effect will be shown.

   Press <Drums>.
   The screen in the display will switch to the Drum Screen.
   With each press of the button you will toggle between drums sounds and effects.

Let's Select a Drum Set Type—< ◀ Type> <Type ▶ >

1. **Press < ◀ Type> <Type ▶ >. Each time you press the button,**
   The drum set type will change, and the names of the drum sets appearing in the display will change.

* *For more on drum set types, please refer to the "Drum Set List" (p.86).*

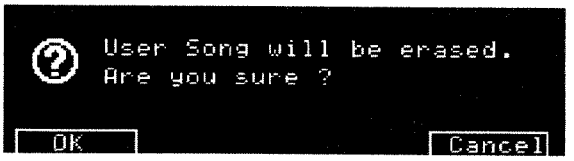
Let's Listen to Some Music Data—Playing Back Disk Performances

This unit features an internal disk drive. With this, you can enjoy material such as commercially available music data, or performances you have created and saved onto disk. You can play all of this back using the same procedures.

* *Before using disks, please carefully read "Before Using Floppy Disks" (p.8).*

1. **Insert the music data disk into the floppy disk drive.**
2. **Press the [Song] button.**
   The following "Song Select Screen" will appear in the display.

* *If a performance has been recorded on the KR-1070, you can't listen to the music data unless you delete the performance or save it to disk. In this case, press the [Song] button to display a screen line the one shown below.*



For more on how to erase or save data, please refer to "Erasing Recorded Performances" (p.50) or "Saving Recorded Performances to Disk" (p.50).

Selecting and Playing Back Songs

3. **By pressing the buttons next to the display screen, you can select the songs you want to listen to.**
   When there are multiple pages in a Song Select Screen, use <Page ▶▶> and <◀◀ Page> to show other pages.

4. **Press <Play ▶ > or the [Play] button.**
   The performance will begin.
   After several seconds, the previous screen will return to the display.

* *For songs which do not begin on the downbeat of the first measure, "PU" (Pickup) will appear in the display when the song begins. After that, measure numbers will be displayed.*

5. **The program stops automatically when the performance is finished.**
   To stop while the performance is running, press <Stop ■> or the [Stop] button.
   If you press the [Reset] button, the performance stops and is rewound to the beginning of the first measure.

When You Want to Play All Songs One After Another

3'. **Press <All Song>.**
   The entire group of songs will begin playing in order.
   The set will repeat if you do not stop the performance.

4'. **To stop while the performance is running, press <Stop ■> or the [Stop] button.**
   If you press the [Reset] button, the performance stops and is rewound to the beginning of the first measure.

Rewinding and Fast Forwarding

By pressing the [Fwd] and [Bwd] buttons, you can play back any section of a song by advancing to later measures or returning to previous ones.
Each press of one of the buttons moves you ahead or back one measure at a time, and when you hold the button down, the movement is continuous.

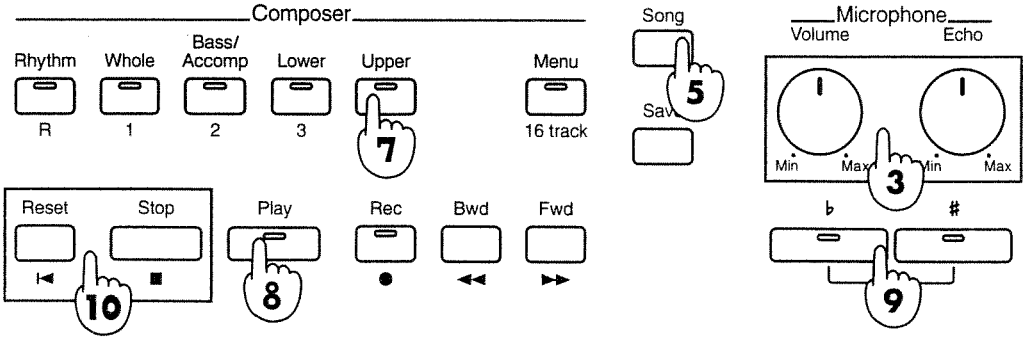
* *Depending on the performance data, rewinding and fast forwarding may take considerable time.*

* *You can also play parts containing music data yourself. Please refer to "Temporarily Muting Sounds on Specific Tracks" (Track Mute) (p.48).*

* *If any of the music data is marked, only that portion can be repeated. For more detailed information, please refer to "Repeatedly Playing Back the Same Section." (p.63).*

Let's Sing Using the Microphone

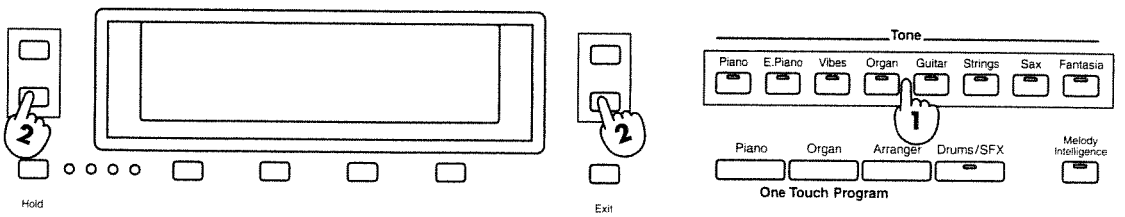
Let's hook up a microphone and try singing some karaoke. You can adjust the key as well as the amount of echo added to the sound.
Here, we will demonstrate how to use the karaoke function using a music data disk sold by Roland.



1. **Before connecting the microphone, first lower the microphone volume by turning the Microphone [Volume] control all the way to "Min".**
2. **Plug the microphone cable into the Microphone jack (see p.13).**
3. **Using the Microphone [Volume] and [Echo] knobs, adjust the microphone's volume and the amount of echo.**
4. **Insert the music data disk into the floppy disk drive.**
5. **Press the [Song] button.**
   The Song Select screen will appear.
6. **Select a song using the buttons located to the side of the display screen.**
7. **Press the Composer [Upper] button, and the button's indicator will go out.**
   This is done to prevent the melody from sounding.
8. **Press <Play ▶ > or the [Play] button.**
   Playback will begin, but without the melody sounding. Go ahead and sing along with the accompaniment!
9. **If you find the key difficult to sing in, try adjusting the key with the [♭] and [♯] buttons.**
   Each time you press the [♭] button, the key will be lowered a semitone; each time you press the [♯] button, the key will be raised a semitone.
   Pressing the [♭] and [♯] buttons simultaneously will return the data to the original key.
10. **The song stops automatically when the performance is finished.**
    To stop while the performance is running, press <Stop ■> or the [Stop] button.

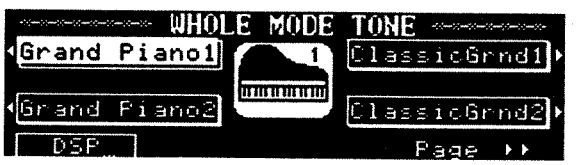
Selecting Tones

There are many onboard tones besides the piano tone available on this keyboard.
The tones are divided into eight separate categories. These categories are called tone groups.



Selecting a Tone Group

1. **Press the Tone Group Button.**
   The button's indicator will go on, and the following "Tone Select Screen" will appear in the display.



Selecting Tones (Normal)

There are numerous tones in each tone group. After choosing a Tone Group, let's choose a tone from the Tone Select screen.

2. **Select a tone by pressing the buttons to the side of the display screen.**
   The name of the tone selected will be highlighted in the display.
   Try playing the keyboard to confirm that the tone indeed has been changed to the one you selected.

   The Style Select screen is composed of multiple pages. Use <Page ▶▶> and <◀◀ Page> to bring up other pages to the screen.

* *When you want to try out a number of different tones from one tone group, pressing the [Hold] button will fix the Tone Select screen in the display window, so it becomes unnecessary to press the same tone group button over and over, making the procedure more convenient.*

* *The number of tones in each group varies. For a look at the number of tones, tone names, etc., please refer to the "Tone List" (p.78).*

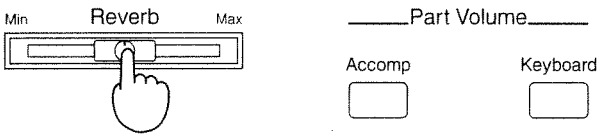
* *By selecting Expansion Tones, you can enjoy a greater number of tones. Please refer to "Selecting Expansion Tones" (p.71).*

* *You can alter the tones in various ways, such as adding interesting effects to them, or changing their pitch by an octave. Please refer to "Adding Effects to Tones" (p.32) and "Changing the Sound's Pitch by Octaves–Octave Shift (p.33).*

Adding Effects to Tones

Adding Reverberation to the Tone—The [Reverb] Slider

Reverb is the reverberation effect added to tones that makes them sound as though they are being played in a concert hall.



1. **Adjust the amount of reverb effect by using the [Reverb] Slider.**
   Moving the slider all the way to the right gives maximum reverb, and moving completely to the left end removes all reverb from the sound.

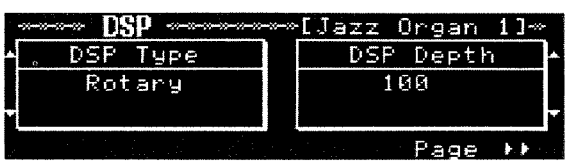
* *You can select from a number of different types of reverb. (p.70)*

* *The adjustment in reverb affects only the tone currently selected when the keyboard is being played. You cannot adjust the sound of the accompaniment or of sounds played back with the Composer function.*

Adding Various Effects to Tones—DSP Effect

"DSP" stands for digital signal processor. By digitally processing a sound, various effects can be added. For more detailed information, please refer to "DSP Effect List" (p.88).

1. **Select <DSP...> from the Tone Select screen.**
   The screen will change, and a screen like the one shown below will appear in the display.



2. **Select the type with the buttons to the left of the display, and select the amount of the effect with the buttons to the right of the display.**
   When you wish to remove the DSP Effect, select "OFF" from the Type screen.

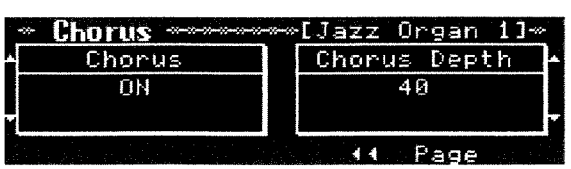
* *You can not add multiple DSP effects simultaneously.*

* *When you set Upper, Lower or Whole with the Rotary Effect, you can switch the rotation speed with the button at the upper left of the display.*

Adding Breadth to Tones—Chorus Effect

You can add a chorus effect to Tones. Chorus is an effect that creates a more spacious, "fatter" sound.

1. **After pressing <DSP...> on the Tone Select screen, press <Page ▶▶>.**
   The screen will change, and a screen like the one shown below will appear in the display.



2. **Turn the effect on and off with the buttons to the left of the display, and select the amount of the effect with the buttons to the right of the display.**
   After several seconds, the previous screen will return to the display.

* *You can select from and switch between a number of different types of chorus. Please refer to "Changing the Type of Reverb or Chorus Effect" (p.70).*

Changing the Sound's Pitch by Octaves—Octave Shift

Octave Shift is a function that changes the pitch of a sound in octave steps. You can set Octave Shift on every tone and in each Part. For example, say that the Octave Shift of the E.Piano 1 tone in the Upper Part is set to "0," and the Octave Shift of the E.Piano 1 tone in the Lower Part is set to "+1" (raising the tone one octave)–even though it is the same tone, you can change the settings for the different Parts.

1. **Select a tone on which to use Octave Shift from the Tone Select screen.**
2. **Select the value (amount) of the change you want by pressing <Octave>.**
   You can raise or lower the pitch a maximum of two octaves.
   After several seconds, the Basic screen will return to the display.

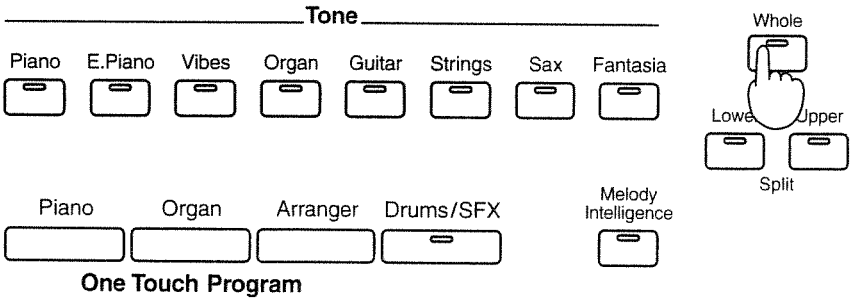
* *When power to the instrument is turned on, the most appropriate pitch for each tone is set according to its Octave Shift setting.*

* *Although when the instrument is turned off, Octave Shift values are returned to preset numbers, you can save these values in the KR-1070's memory. Please refer to "Memory Backup" (p.73).*

* *You cannot use Octave Shift while in Whole Keyboard Play.*

Playing Using One Tone for the Entire Keyboard —Whole Keyboard Play

Playing the keyboard while using the same tone for every key is known as "Whole Keyboard Play." Even when you press the One Touch Program [Piano] button, Whole Keyboard Play is engaged.



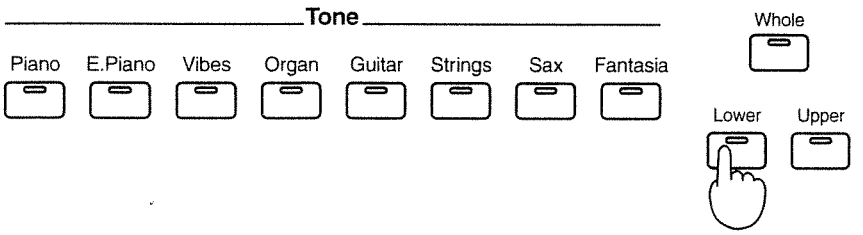
1. **Press the Part [Whole] button.**
   The button's indicator will go on, and the tone selected for the Upper Part will be extended to the entire keyboard.

* *If you press the Part [Whole] button while in Style Play, you will go into "Piano Style Arranger Play" (see p.36).*

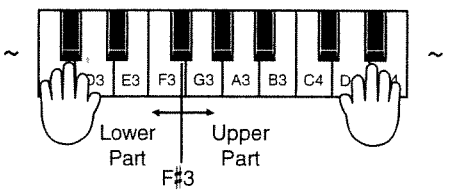
Playing With Different Tones in the Left and Right Hand—Split Play

You can have one key on the keyboard, acting as a border, divide the keyboard into a Lower (left hand) part and an Upper (right hand) part, and perform with different tones in each of the parts. Playing while the keyboard is divided into Lower and Upper parts is known as "Split Play."
The point or key where the division takes place is called the Split Point.
The Split Point is reset to F♯3 when the instrument is turned on. The Split Point is included in the Lower Part.
Even when you press the One Touch Program [Organ] button and select "Jazz Organ," Split Play is engaged.

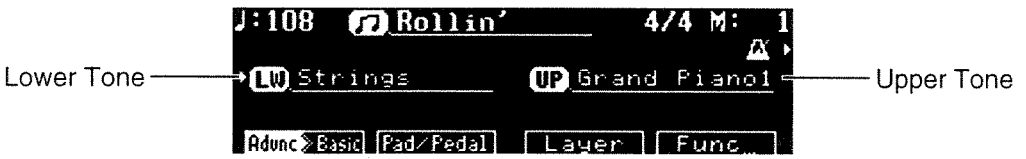
When Splitting



1. **Press the Part [Lower] button.**
   The Part button's indicator for both [Upper] and [Lower] will turn on, and at that point the keyboard will split.



Try playing the keyboard to confirm that different tones are being played in the Lower and Upper Parts. When in Split Play, tone names in the Lower and Upper Parts are displayed on the Basic screen.



The tone in the Upper Part is the tone selected in Whole mode before the keyboard is split. A prerecorded tone is used in the Lower part. When the KR-1070's power is turned on, the Lower tone is set to "Strings."

When Changing Tones

1. **Press the button for the part (the [Lower] button or the [Upper] button) whose tone you wish to change.**
   The position of the < ▶ > on the Basic screen will change.

* *The part whose tone you will be able to change is the one shown on the Basic screen with the < ▶ > next to its name.*

2. **Press the Tone Group button.**
   The Tone Select screen will appear in the display.

3. **Select a tone.**
   After several seconds, the Basic screen will return to the display.

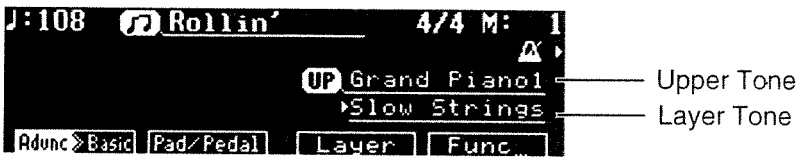
* *When you change the tone of a Part with the < ▶ > pointing at it, it is not necessary to press the Part button.*
* *You can change the location where the keyboard is split. Please refer to "Turning the Lower Tone On and Off/Changing the Split Point" (p.64).*
* *Pitch may change when the keyboard is split. This is due to the setting most appropriate for a selected tone when it is in Octave Shift.*

Sounding Two Layered Tones—Layer Play

Having two sounds layered and playing simultaneously is called "Layer Play." For example, you can do something like layer and then play a performance using a piano tone and strings.
When playing a performance in Layer play, Press <Layer> on the Basic screen. Press it again and you can cancel the Layer Play.

* *The Lower Part cannot play in Layer play.*
* *When you make Layer settings, pre-select tones you like for the tone groups.*
  Example: We will layer piano and strings, then play the result.

1. **Press the Tone Group's [Piano] button.**
2. **Press <Layer> on the Basic screen.**



3. **Press the Tone Group's [Strings] button.**
   The lindicator in the buttons of the two Tone Groups you have just selected will go on. Try playing the keyboard to confirm that the keyboard is producing the sounds of the two layered tones. The two are called "Upper Tone" and "Layer Tone."

* *In Layer Play, the Tone Select buttons become the selection button of Layer Tone.*
  When you want to change the "Upper Tone," after you cancel the Layer play, select a tone, the press <Layer> once more.
* *By pressing two tone group buttons simultaneously, you can go into Layer Play.*

Settings for Playing in Style Play

1. **Pressing the One Touch Program [Arranger] button will create the following Style Play settings:**
   - The Sync Start function, with the Styles' intro is in standby (p.38);
   - The keyboard will be split at F♯ 3, with the Lower part used for accompaniment and the Upper part used for melody;
   - A Tempo and Upper Tone appropriate for the selected style;

* *You can change the location where the keyboard is split. Please refer to "Turning the Lower Tone On and Off/ Changing the Split Point" (p.64).*

* *In Style Play, the most appropriate pitch for the Upper part's tone is set automatically. If you want to change this, please refer to "Changing the Sound's Pitch by Octaves" (p.33).*

* *You can also change only the Style, while leaving the tone and tempo just as they are. Please refer to "Changing Arranger Settings" (p.65).*

When you want the entire keyboard to allow you to play chords —Piano Style Arranger

If you press the Part [Whole] button after pressing the One Touch Program [Arranger] button, the entire keyboard will be set to recognize the chords you play. You can perform Styles with the feeling of playing a regular piano, using both hands over the entire keyboard without having to worry about the split point. This function is called "Piano Style Arranger Play."

* *When in Piano Style Arranger Play, you cannot use the Chord Intelligence function (p.42). Play chords using normal fingering.*

<<What is a Style?>>

There are many kinds of music throughout the world, each with its own characteristics. Jazz has a "Jazzy" feel, classical music seems "classical." You can say that the "mood" of any style of music is a combination of rhythm and tempo, instruments used, melody, and phrasing.
The sum of the elements that make up such a musical genre is called a Music Style.
With each Style, you can manipulate rhythm, bass, instruments that comprise the accompaniment, or even just enjoy playing around with the rhythms.
The KR-1070 has been loaded with numerous internal Styles in order to allow you to perform in the mode of many of the world's various musical styles.
For more on how to select Styles, please refer to "Selecting Styles" (p.37).

Selecting Styles

This unit comes with numerous internal Styles. The Styles are divided by genre into twelve groups. These groups are called "Style Groups."

Selecting a Style Group

1. **Press the Style Group button.**
   The button's indicator will go on, and the "Style Select screen," like the one shown below, will appear in the display.

Selecting a Style

There are numerous Styles in each Style group. After choosing a Style group, let's choose a Style from the Style Select screen.

2. **Select a Style by pressing the buttons to the side of the display screen.**
   The name of the Style selected will be highlighted in the display.
   Try playing the keyboard to confirm that the tone indeed has been changed to the one you selected.
   The Style Select screen is composed of multiple pages. Use the <Page ▶▶> and <◀◀ Page> buttons to bring up other pages to the screen.

3. **Let's try Playing the Lower Keyboard**
   When you press a key, the Style will begin to play.

* *When you want to try out a number of different Styles from one Style group, pressing the [Hold] button will fix the Style Select screen in the display window, so it becomes unnecessary to press the same Style group button over and over, making this procedure very convenient.*

* *When you are in One Touch Arranger play, each time you change Styles, "Sync Start with Intro" goes into standby. (p.38)*

* *The number of Styles in each group varies. For a look at the number of Styles, Style names, etc., please refer to the "Style List" (p.79).*

* *When the Style is not playing, chord tones will be expressed when played on the Lower keyboard.*

* *Some styles do not have rhythm sounds.*

Starting and Stopping Styles

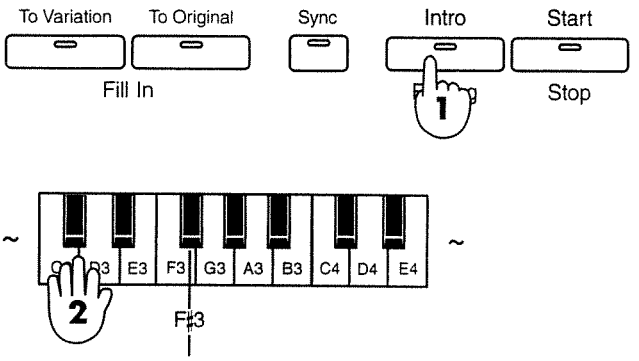
Besides being able to start and stop Styles in the usual way, you can also start Styles with musical introductions ("intros") and finish them up with special endings. Intros and endings with phrasing that best matches the selected Style are played.
You can also start a Style Playing when you press keys in the Lower (left hand) part. This is called "Sync Start." (p.38)

* *You can also select only a Style's rhythm to play along with by starting the Style while the keyboard is not in Arranger mode.*

Start

Starting a Style By Playing Lower Keyboard (Sync Start)

● Starting with an Intro



1. **If the [Intro/Ending] button's indicator is not lit, press the [Intro/Ending] button.**
   The [Intro/Ending] button's indicator will begin flashing.

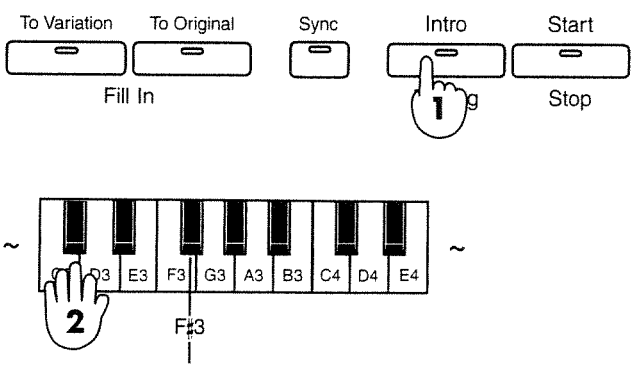
2. **Play on the Lower Keyboard**
   The Style, with intro, will begin playing.
   During the intro, the [Intro/Ending] button's indicator will be lit, and when the intro is over, the indicator will go off.
   If you wish to cancel Sync Start, just press the [Sync] button once more.

<When You Want to Shorten/Simplify the Intro>

1. **Press the Fill In [To Original] button.**
   The button's indicator will begin flashing.

2. **Play on the Lower keyboard.**
   The Style will play, beginning with a short intro.

● Starting Without An Intro

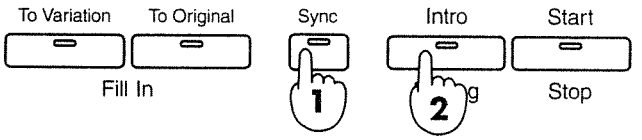


1. **If the [Intro/Ending] button's indicator is flashing, press the [Intro/Ending] button.**
   The [Intro/Ending] button's indicator will go off.

2. **Play on the Lower keyboard.**
   The Style will begin playing.

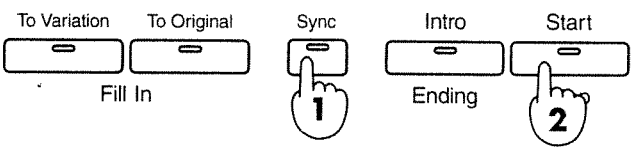
Pressing the Button to Start

● Starting with an Intro



1. **Press the lighting [Sync] button, and the indicator will go off.**
2. **Press the [Intro/Ending] button.**
   The Style, with intro, will begin playing.
   During the intro, the [Intro/Ending] button's indicator will be lit, and when the intro is over, the indicator will go off.

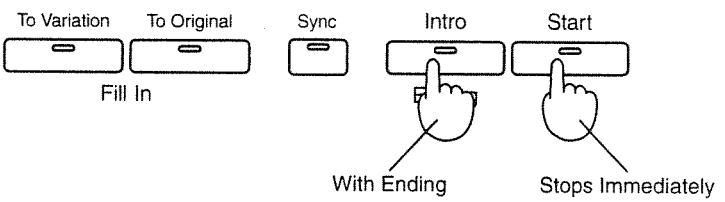
● Starting Without an Intro



1. **Press the lighting [Sync] button, and the indicator will go off.**
2. **Press the [Start/Stop] button.**
   The Style will begin playing.

* *If you wish to start a style with Sync Start, just press the [Sync] button once more. The button's indicator will be lit.*

Stopping



● Stopping a Style With an Ending

1. **Press the [Intro/Ending] button.**
   During the ending, the [Intro/Ending] button's indicator will be lit, and when the ending is over, the indicator will go off.

<When You Want to Shorten/Simplify the Ending>

1. **Press the Fill In [To Original] button.**
   The button's indicator will flash.
2. **While the [To Original] button's indicator is flashing, press the [Start/Stop] button.**

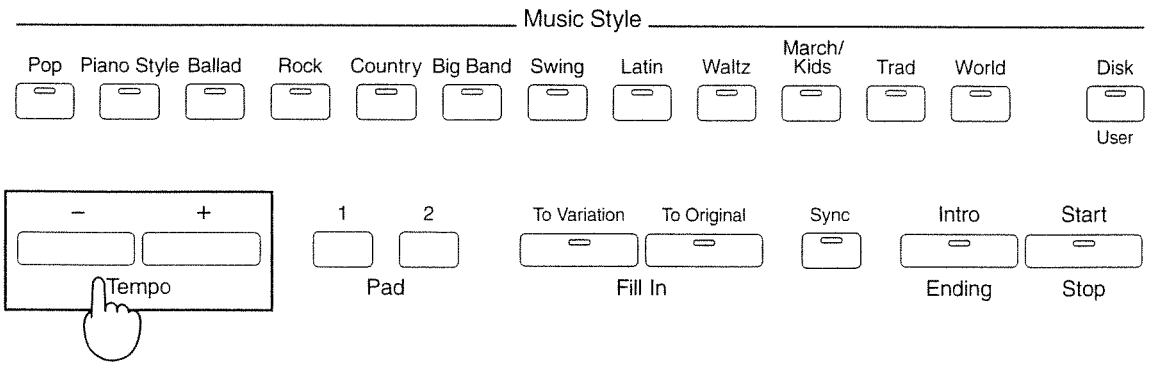
● When You Want to Stop Immediately

1. **Press the [Start/Stop] button.**

* *The number of measures in intros and endings varies with the Style.*

* *Using the Pad button or the pedal, you can fade in (whereby the volume gradually increases) to the start of a Style, or fade out (whereby the volume gradually decreases) to the end of a Style. Please refer to "Registering Program Functions–The Pad buttons" (p.67) or "Changing How the Pedals Work" (p.68).*

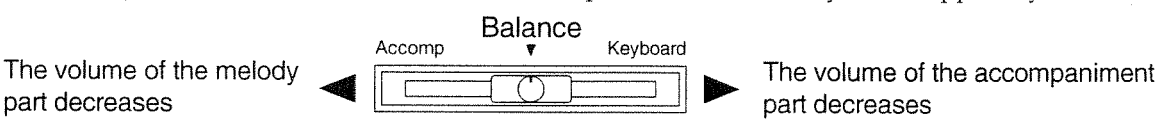
Adjusting the Tempo of a Style



1. **Pressing Tempo [+] speeds the tempo up, and pressing Tempo [-] slows it down.**
   Tempo values are shown in the upper left part of the display. Additionally, you can confirm tempo and beat by looking at the Beat Indicator.
   Pressing the [+] and [-] buttons simultaneously will return the keyboard to the default standard tempo.

Adjusting Accompaniment and Melody Volume Balance —The [Balance] Slider

You can adjust the balance of volume of the accompaniment and melody in the Upper keyboard.



1. **Adjust the volume balance with the [Balance] slider.**

Switching Style Arrangements

In each Style, you can select the particulars of the orchestration (arrangement) and accompaniment pattern type. You can do this before starting a Style, or you can make switches during performance of the Style.

Arrangement Type

There are two types of arrangement: Advanced and Basic.
The arrangement type is set to "Advanced" when power to this instrument is turned on.
Each time you press the button, you will toggle between Advanced and Basic Arrangement.
Advanced : more complex arrangement with more accompanying instruments.
Basic : simple arrangement with fewer accompanying instruments.

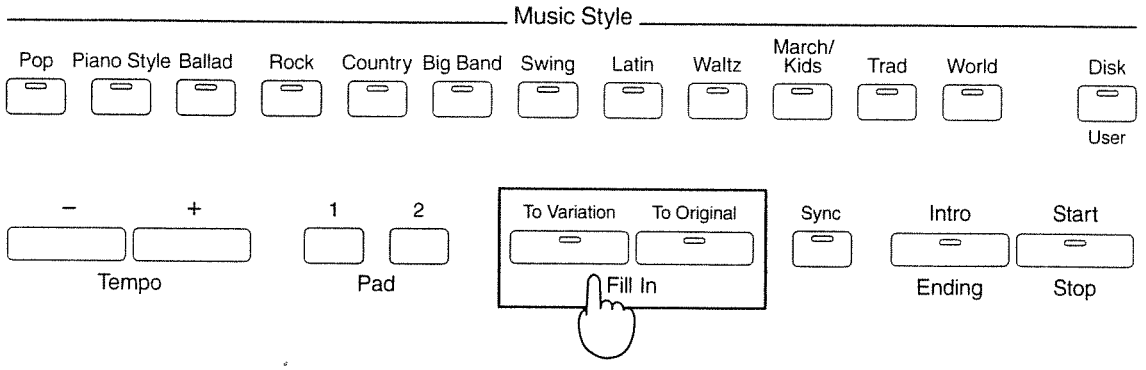
1. **Press <Advnc ◄ Basic> or <Advnc ► Basic> on the Basic screen.**
   The correspondence between types of arrangement and what is shown on the display is as follows :

Screen	Arrangement Type
<Advnc ◄ Basic>	Appears when Basic Arrangement is selected. Press <Advnc ◄ Basic> to switch to Advanced Arrangement.
<Advnc ► Basic>	Appears when Advanced Arrangement is selected. Press <Advnc ► Basic> to switch to Basic Arrangement.

Accompaniment Pattern Type

There are two types of accompaniment pattern: Original and Variation. The accompaniment pattern type is set to "Original" when power to the instrument is turned on.

Original : basic accompaniment patterns
Variation : altered accompaniment patterns



1. **Press <To Variation> or <To Original> on the Basic screen.**
   The correspondence between types of accompaniment pattern and what is shown on the display is as follows:

Button	Accompaniment Pattern Type
[To Variation] button :	for Variation accompaniment patterns
[To Original] button :	for Original accompaniment patterns

   Additionally, if you press these buttons during a performance, you can change the accompaniment by adding a slightly different performance. Such a performance is called a "fill-in." The Fill In feature adds phrasing most fitting for the selected Style.
   When you press the button for the accompaniment pattern type other than the one selected, then the accompaniment pattern will switch after the fill-in has been inserted.
   Using Original patterns for the quiet sections in the first part of a song, and Variations for the climaxes in the later sections is very effective.

* *If you stop a Style when in One Touch Arranger, the accompaniment pattern will be set automatically to Original.*

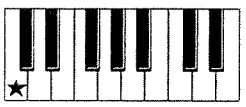
Easy Fingering for Chords—Chord Intelligence

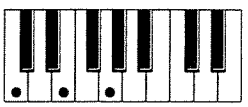
When performing a Style, you play chords in the left hand. Now you can play from seven representative chord types, even with the simplest fingerings.
For example, to play a "C" chord you ordinarily would need to press three keys: "C," "E," and "G." However, on this instrument, you can get the chord to be sounded simply by playing the chord root "C"; you don't have to play the other two notes. This function is called "Chord Intelligence."

* *Chord Intelligence is normally set to "On," but you can turn the function off. Please refer to "Changing Arranger Settings" (p.65).*

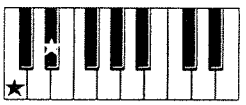
How the keys are played is shown in the following table. In this table of the various keys to be played, "C" is the root. For other chords, please refer to the "Intelligent Chord List" (p.84).

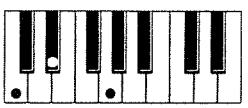
● Major (☐): Play the chord root. ☐ : Chord root


Chord Intelligence Mode

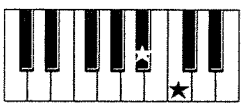

Normal Mode

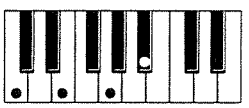
● Minor (☐ m): Play the root and the third key above it.


Chord Intelligence Mode

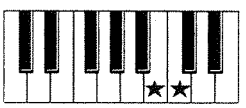

Normal Mode

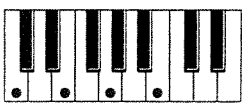
● Seventh (☐ 7): Play the root and the second key below it.


Chord Intelligence Mode

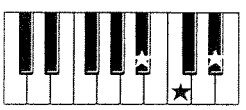

Normal Mode

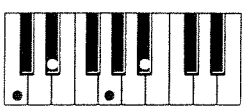
● Major Seventh (☐ M7): Play the root and the first key below it.


Chord Intelligence Mode

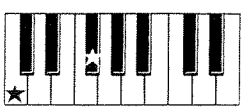

Normal Mode

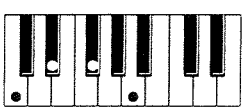
● Minor Seventh (☐ m7): Play the root, the third key above it, and the second key below it.


Chord Intelligence Mode

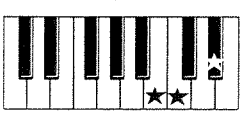

Normal Mode

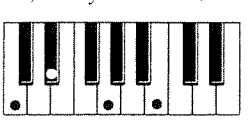
● Diminished (☐ dim): Play the root and the sixth key above it.


Chord Intelligence Mode


Normal Mode

● Minor Major Seventh (☐ mM7): Play the root, the first key below it, and the third key above it.


Chord Intelligence Mode


Normal Mode

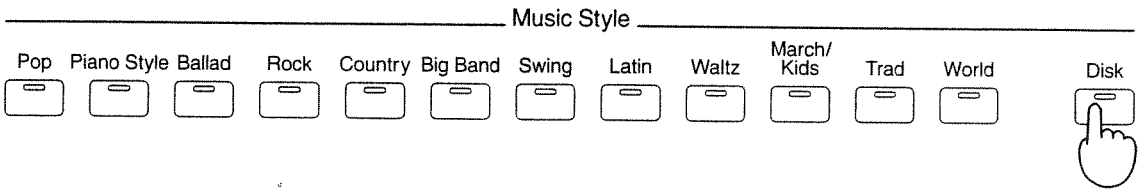
* *Chords can also be selected by ordinary fingering, but the chord played and the chord recognized may be different, depending on the chord.*

Using Style Disks

Besides the Styles that come built-in with the keyboard, there are additional Styles on the Style Disk included with this unit. These Styles are called Disk Styles. You can call up Disk Styles with the [Disk/User] button.
To find these Style names and numbers, please refer to the "Style List" (p.79).

* *Please note that if you select a Style from the Disk after calling up one of your own original Styles (User Styles) from the KR-1070's memory bank, that Style you created will be erased! If you want to save your User Style, please refer to "Saving User Styles" (p.52).*

Calling Up Disk Styles with the [Disk/User] button



1. **Insert the Style Disk into the disk drive.**
2. **Press the [Disk/User] button.**
   The Style name will appear in the display.
3. **Using the buttons next to the display, select the Style you want to call up.**
   The name of the selected Style will be highlighted.
   After the reading of the disk into the keyboard's memory is finished, the [Disk/User] button's indicator stays on. The selected Style can now be called up with the [Disk/User] button.
4. **Play the Lower keyboard.**
   The Style will begin to play.

* *If the power is turned off, the Style called up with the [Disk/User] button will be erased. Also, when the power is turned on "Easy Listen" will be called up.*

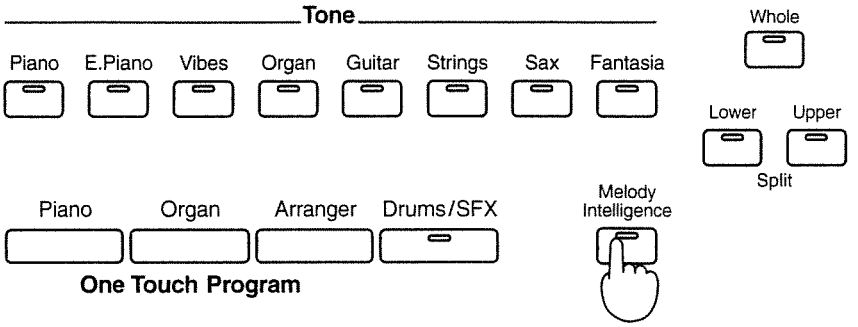
* *When selecting a Disk Style, you cannot choose an Upper tone to fit a Style.*

When Selecting Styles Called Up with the [Disk/User] Button

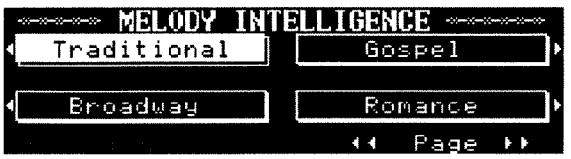
1. **Press the [Disk/User] button.**
   The name of the Style called up with the [Disk/User] button will be shown in the display.
2. **Play the Lower keyboard.**
   The Style will begin to play.

Adding Harmony to the Melody—The [Melody Intelligence] Button

Melody Intelligence is a function that automatically adds harmony to melodies played in the right hand.
These harmonies are based on the chords played on the Lower keyboard.



1. **Using the [Melody Intelligence] button, switch Melody Intelligence on and off.**
   When you press the button and the indicator turns on, harmony will then be added to the melody.
   A screen like the one shown below will appear in the display.



2. **Using the buttons next to the display, select a type.**
   This screen is composed of five pages.
   Use the <Page ▶▶> and <◀◀ Page> buttons to bring up other pages to the screen.

Melody Intelligence Types	
Duet	Broadway
Organ	Gospel
Combo	Romance
Strings	Latin
Choir	Country Guitar
Block	Country Ballad
BigBand	Waltz Organ
Country	Octave Type 1
Traditional	Octave Type 2

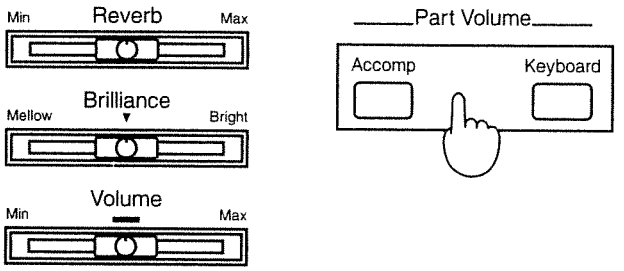
   After several seconds, the previous screen will return to the display.

* *When "Full Auto" or "Tempo Lock" has been selected as the type of automatic settings for the Arranger (p.65), the type of Melody Intelligence that is set may vary, according to the Style.*

* *Among the Melody Intelligence types, some have tones which change automatically, or will sound in only a part of the Upper keyboard when played.*

Adjusting the Volume of Each Part—The Part Volume Buttons

The [Balance] slider adjusts the balance of the overall accompaniment volume and the that of the melody (Upper, Whole), but with the Part Volume button, you can adjust the volume of each part, or prevent a part from even sounding.
There are actually two buttons that comprise the Part Volume button: [Accomp] and [Keyboard].
The [Accomp] button is used to adjust the accompaniment volume, and the [Keyboard] button is for adjusting the volume of the keyboard being played.



When You Want to Adjust the Volume of the Rhythm, Bass, Accompaniment, or Chord Tone

1. **Press the Part Volume [Accomp] button.**
   For each part, a bar graph and numerical value are displayed on the screen.

   The correspondence between the parts and what is shown on the screen is as follows:
   <Rhythm> .....Rhythm
   <Bass>.....Accompaniment Bass and Bass Tone (P.65)
   <Accomp>.....Accompaniment
   <Chord> .....Chord Tone

2. **Select the part you wish to adjust using the buttons below the screen.**

3. **With the <▲> and <▼> buttons, adjust the volume.**
   Pressing the <▲> button increases the volume, and pressing the <▼> decreases the volume.

When You Want to Adjust the Volume of the Drums, SFX, Lower, Upper, or Layer

1. **Press the Part Volume [Keyboard] button.**
   For each part, a bar graph and numerical value are displayed on the screen.

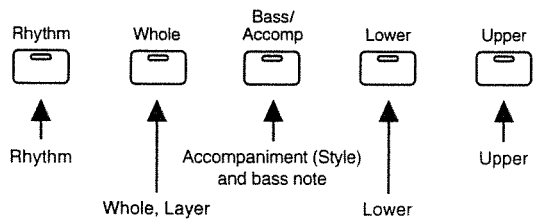
   The correspondence between the parts and what is shown on the screen is as follows:
   <Drs/SFX>.....Drums and SFX
   <Lower> .....Lower
   <Layer> .....Layer
   <Upper> .....Upper

2. **Select the part you wish to adjust using the buttons below the screen.**

3. **With the <▲> and <▼> buttons, adjust the volume.**
   Pressing the <▲> button increases the volume, and pressing the <▼> decreases the volume.

Recording Performances (Normal Recording)

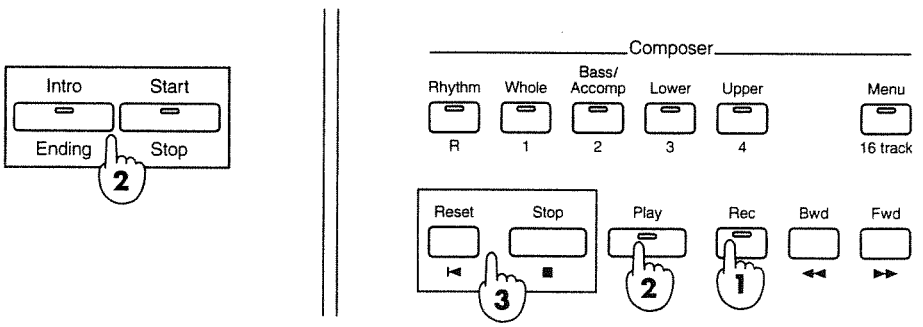
This unit comes with "Composer," a feature which functions like a tape recorder. So you can record your own performances, as well as play performances using commercially available music data.
You can store one song at a time. When you record a song, the performance data is automatically separated and recorded onto five separate tracks.



<<What is a Track?>>

On devices like tape recorders, sounds that are played back on the left speaker and those that are played back on the right speaker are recorded onto separate places on the tape.
These separate "places" where this sort of recording of material is done are called "tracks."

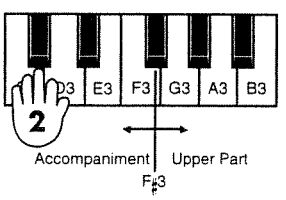
Let's Try Recording Something



1. **Press the [Rec] button.**
   The recording function goes into standby mode.
   The [Rec] button's indicator will be on, and the [Play] button's indicator will begin flashing.
   Once again, the tracks onto which the performance is recorded are selected automatically, and the track button's indicator will flash when it is recording.
   Only when in Whole Keyboard mode you can record any track except the Rhythm. In that case, the track whose button was the last one pressed will be recorded.

* *If a disk has been inserted in the disk drive, or after a disk performance has finished, then when you want to record your own performance, press the [Song] button, and the Song Select screen will appear on the display. Select <U : User Song> at the upper left of the display, and after that press the [Rec] button, and operation 2 will begin.*

2. **Begin recording.**
   When you are ready to record a Style performance · · · start the Style, and recording begins.



At other times–press the [Play] button. Two measures of count-in will sound, after which recording will begin.

When recording begins, the [Play] button's indicator changes from a flashing to a constant light.

3. **When the performance is finished, press the [Stop] or [Reset] button.**
The indicator on the button for the track on which the performance was recorded will change from a flashing to a constant light.

* *Recording will also stop if, while a Style is playing, you stop the Style by pressing either the [Intro/Ending] button or the [Start/Stop] button.*

* *You can also set it so recording can be continued after the ending of a performance. Please refer to "Changing the Recording Method" (p.55).*

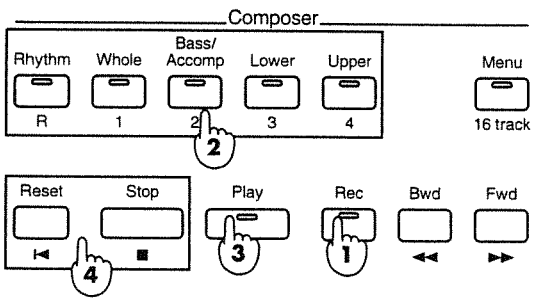
* *While there is a performance in the KR-1070, you will be unable to select songs from a disk. After either saving the recorded performance to disk (see p.50) or erasing the performance (see p.50), you will then be able to select songs from the disk.*

* *You cannot add multiple DSP effects simultaneously, so when recording on multiple tracks while overdubbing a performance, or when playing a performance along with the playback of a song, you may encounter times when you won't be able to add effects.*

<Cautions to Take After Recording>
If, after recording, the power is turned off, the recorded performance will be erased.
When you want to save perfotmances you've recorded, please refer to "Saving Recorded Performances to Disk–Save" (p.50).

If You Make a Mistake in a Performance

With the process described below, you can fix your recordings.



1. **Press the [Rec] button.**
The button's light will go on.

2. **Press the button for the track you want to fix.**
The track button's indicator and the [Play] button's indicator will flash.

3. **Press the [Play] button.**
Two measures of count-in will sound, after which recording will begin.

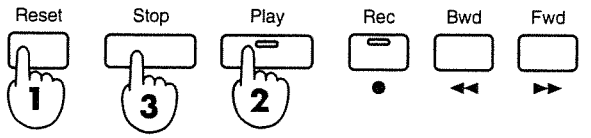
4. **When the performance is ended, press the [Stop] button or the [Reset] button.**
If you want to cancel the operation during recording, press the [Stop] button.

* *When the re-recorded performance is shorter than the original, previous version, that previous version will remain. If you want the previous performance to be completely erased, please re-record after erasing the previous version. Please refer to "Erasing Recorded Performance" (p.50).*

* *If you want to start recording somewhere other than at the beginning, then, using the [Bwd] and [Fwd] buttons, go to the measure where you will start recording, and press the [Rec] button. Press the [Play] button, recording will begin after two measures of the count-in sounding.*

* *Normally, during the re-recording process, a previous performance which has been recorded over is erased, but you can, without erasing that performance, layer the two recordings. Please refer to "Changing the Recording Method" (p.55).*

Playing Back Recorded Performances



1. **Press the [Reset] button.**
   This will "rewind" you to the beginning of the performance.
2. **Press the [Play] button.**
   The recorded performance will begin to play.
   You can play after advancing to later measures or returning to previous ones.
3. **The song stops automatically when the performance is finished.**
   To stop while the performance is running, press the [Stop] or the [Reset] button.

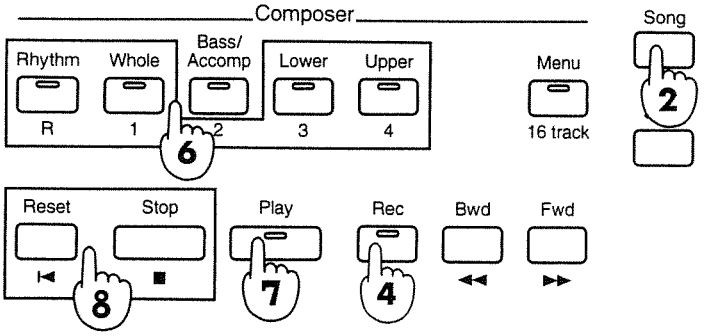
* *By pressing the [Play] button while holding down the [Stop] button, you can have the performance play back after two measures of metronome count.*

Temporarily Muting Sounds on Specific Tracks (Track Mute)

After selecting specific tracks, you can temporarily prevent those tracks from sounding, or "mute" them.
In instances such as when you might want to play just one part of a song on a commercial music disk, just mute the track for that part. This playing in place of the recorded, but muted part is called "Minus-One Play." You can also record your Minus-One Play. Please refer to "Recording Minus-One Play" (p.48).

1. **Press the button for the track you wish to mute.**
   The button's indicator will go out.
   When the button's indicator for any track is out, that track's sound will not be played back.
   When you press the track button once more, the button's indicator will turn on again, and the sound on that track will be played back again.

Recording Minus-One Play



1. **Insert a music data disk into the disk drive.**
2. **Press the [Song] button.**
   The Song Select screen will appear on the display.
3. **With the buttons located to the side of the display, select a song.**

4. **Press the [Rec] button.**
   The button's indicator will turn on.

5. **Since the track which a performance is to be recorded on is determined according to its current status, make your choice from the following performance status list based on the track on which you want to record.**

Desired Track	Operation
[Whole]	After pressing the One Touch Program [Piano] button, select Whole Keyboard Play.
[Lower], [Upper]	After pressing the Part [Lower] button, select Split Play.
[Rhythm]	After pressing the [Drums/SFX] button, select Drums or SFX performances.

* *You cannot record using the [Bass/Accomp] track.*

* *If you select a track other than the ones shown above, nothing will be recorded on that track. Additionally, whatever performance already on that track will be erased.*

6. **Press the button for the track onto which you want to record.**
   The button's indicator will start flashing.

7. **Press the [Play] button.**
   Two measures of count-in will sound, and then recording will begin.

8. **When the performance is ended, press the [Stop] button or the [Reset] button.**
   When you stop recording of the performance, the button's indicator for the track you were recording on will change from a flashing to steady light.

* *When saving Minus-One Play you have recorded to disk, please refer to "Saving Recorded Performances to Disk—Save" (p.50). Due to copyright protection, you may not be able to save from some commercially available music data disks.*

* *When recording using music data performances, if you record in [Whole] track mode, the tone in the Lower and Upper keyboard you are playing may change to the recorded tone.*

Playing Back Performances Without Changing the Tempo

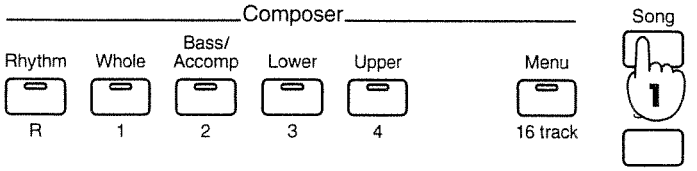
There are songs on some music data disks where the tempo changes, adding swelling pulse to the song. When you use this kind of song in a Minus-One Play, you may find it difficult to follow these tempo changes. For that kind of situation, let's try keeping the tempo from changing during playback.

1. **While holding down the Composer [Stop] button, press either the Tempo [+] or [-] button.**
   The tempo will be highlighted in the display.

* *If at this point you select another song, or carry out the above step one more time, you will be returned to playback with changing tempo.*

Erasing Recorded Performances

Erase the performance you recorded.



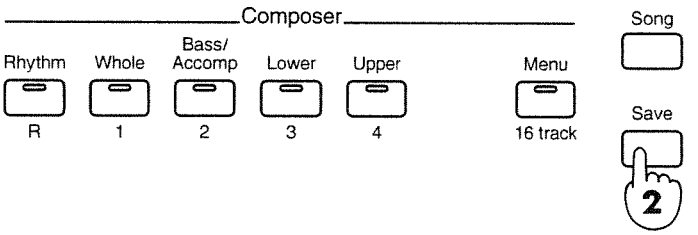
1. **Press the [Song] button.**
   A message will appear in the display, asking you to confirm that you want to erase the performance, if you have not saved the performance on the disk yet. When you want to erase the data, press <OK>.
   If you want to cancel the operation, press <Cancel>.
   After the performance has been erased, the Song Select screen will appear in the display.

2. **Press <U : User Song> at the upper left of the display.**

Saving Recorded Performances to Disk–Save

Recorded performances are erased when the power is turned off. When you want to keep a performance, please use the method shown below. This process of saving performances you have recorded is known simply as "Save."
The number of songs that can be saved onto a disk depends on the amount of performance data they contain, but the maximum number of songs you can save is ninety-nine songs.

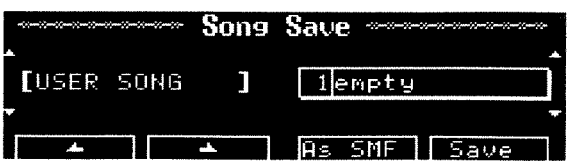
* *New disks or disks which have been used on other equipment cannot be used just as they are. Please refer to "Using New Disks–Formatting" (p.55).*



1. **Insert a disk you want to record on into the disk drive. Make sure the write protect tab is set to "Write" (p.8).**

You can save onto the following disks:
- New disks formatted on this machine.
- Disks on which performances recorded on this machine are saved.

2. **Press the [Save] button.**
   A screen like the one shown below will appear in the display.



3. **With the <▲> and <▼> buttons to the right of the screen, add a song number.**
   You can choose from numbers 1–99. Numbers previously entered on the disk will be highlighted. Selecting one of these numbers will cause the previous one to be overwritten.

4. **Choose a name for the performance with < ◀ > and < ▶ > below the screen and the <▲> and <▼> buttons to the left of the screen.**

   The characters you can use to do this are listed below:
   Blank ! " # $ % & ' ( ) * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ? @
   A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [\ ] ^ _
   ` a b c d e f g h i j k l m n o p q r s t u v w x y z { } | ~

5. **When it is all right to do the save, press <Save>.**
   If you are going to listen to the saved performance, please refer to "Let's Listen to Some Music Data-Playing Back Disk Performances" (p.28).
   If you want to cancel the save, press [Exit].

* *If you get an error message sometime during the procedure, please refer to the "Error Message List" (p.82).*

Saving After Converting Data to SMF Format

In some cases you will not be able to play back performances on other instruments in the same form that they were recorded on this instrument. In such cases, by converting the performances recorded on this unit to the widely-used SMF data format, you will then be able to play them back on other instruments.
The number of songs that can be saved onto a disk depends on the amount of performance data they contain.

1. **When the performance you want to convert is on a floppy disk, insert the disk into the disk drive.**
   After you press the [Song] button, the Song Select screen will appear in the display. Select a performance, and press the [Play] button to start playback.

2. **Substituting SMF Data Disks.**
   You can save onto the following disks.
   • New disks formatted on this machine;
   • Disks on which performances recorded on this machine are saved.

3. **Press the [Save] button.**

4. **Select a number with <▲> and <▼> to the left of the screen.**
   You can choose from numbers 1-99. Numbers previously entered on the disk will be highlighted. Selecting one of these numbers will cause the previous one to be overwritten.

5. **Choose a name for the performance with < ◀ > and < ▶ > below the screen and the <▲> and <▼> buttons to the left of the screen.**

6. **When you press <As SMF> on the screen.**
   If you want to cancel the operation, press the [Exit] button.

* *You cannot convert performances other than those recorded on this instrument.*

* *You can play back performances on other instruments sing the GS format. However, depending on the GS Format instrument you use, expression numbers may be insufficient, and the sounds themselves may differ.*

* *If you get an error message sometime during the procedure, please refer to the "Error Message List" (p.82).*

* *Due to copyright protection, you may not be able to save as SMF format from some commercially available music data disks.*

* *If you are going to use disks formatted with this instrument on other instruments, prevent accidental overwriting by setting the disk's write protect tab to "Protect."*

Saving User Styles

You can save User Styles (see p.56) onto floppy disks. You can call up Styles that have been saved to disk in the same way you do with Style disks.

1. **Insert the disk with your User Styles saved on it into the disk drive.**
   You can save onto the following disks:
   • New disks formatted on this machine;
   • Disks on which User Styles created on this machine are saved.
2. **Press the [Disk/User] button from Style Group.**
   The Style Select Screen will appear in the display.
3. **Press <Save>.**
4. **Select a number with the <▲> and <▼> buttons to the left of the screen.**
   You can choose from numbers 1-99. Numbers previously entered on the disk will be highlighted. Selecting one of these numbers will cause the previous one to be overwritten.
5. **Choose a name for the performance with the < ◀ > and < ▶ > below the screen and the <▲> and <▼> buttons to the left of the screen.**
   Please refer to "Saving Recorded Performances to Disk" (p.50) for the list of characters you can use to designate performances.
6. **When it is all right to do the save, press <Save>.**

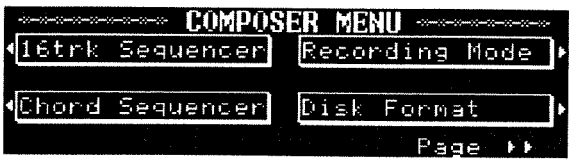
* *If you want to cancel the operation, press [Exit] button.*

* *You can call up Styles that have been saved to disk in the same way you do with Style disks. Please refer to "Using Style Disks" (p.43).*

* *Depending on the Style, saving may take considerable time.*

Operating of the Composer Menu

1. Press the Composer [Menu] button.
A "Composer Menu screen" such as the following appears on the display.



You can choose from the seven types of function on the Composer menu.

16trk Sequencer (p.53)
You can achieve multiple-voice recording that uses 16 tracks.

Chord Sequencer (p.54)
You can input chords one at a time to create the accompaniment.

Recording Mode (p.55)
This changes the recording method.

Disk Format (p.55)
This formats a floppy disk.

Style Composer (p.56)
You can combine a Style with each part.

Style Converter (p.57)
This creates a Style from the performance data.

Song Edit (p.58)
This edits the performance data.

2. Use the buttons next to the display to select the function.

The Composer Menu screen has two pages.
Use <Page ▶▶> and <◀◀ Page> to bring up the other page.

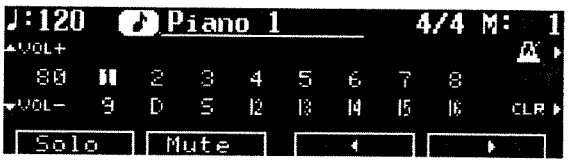
To cancel the operation, press the [Exit] button. The display then returns to the original screen.

Recording Multiple Voices —16 Track Sequencer

The Composer on the KR-1070 has a built-in "16 Track Sequencer" that can record multiple voices using 16 tracks. You can use this 16 Track Sequencer to record performances for up to 16 instruments, overlaying them Part by Part, to create a single song. Because 16 Track Sequencer records the performance for a single type of Tone on one track, it cannot be used to record Split or Layer Play.

1. At the Composer Menu screen, press <16trk Sequencer>.

The "16 Track Sequencer screen" such as the following appears on the display.



The Part [Whole] button also lights up and the KR-1070 is set up for Whole Keyboard performance.

2. Use <◀> and <▶> to the lower right of the display to choose the track you wish to record.
The currently selected track appears in reverse video on the display.

* *Drum or SFX performances can only be recorded on the "D" or "S" tracks.*

3. Get ready to play.
Choose the Tones and make the necessary settings for the performance.
You can use <VOL+> and <VOL-> to the left of the display to set the volume level for each track.

* *To regist the volume, press the [Reset] button while holding the [Rec] button.*

4. Press the [Rec] button, then press the [Play] button.
Two bars are counted down, and after that recording starts.

5. Press the [Stop] button to stop recording.
A "□" appears next to the track that was recorded.

6. Repeat steps 2, 3, 4, and 5 to record each track.
You can delete the data for a selected track by pressing the <CLR>.
If you want to start recording while a performance is in progress, use the Composer [Fwd] and [Bwd] buttons to move to the desired measure.

Muting or Playing Selected Track

<Mute>
Choosing a track and pressing <Mute> causes the performance for that track to be muted out. A "□" of dotted lines appears on-screen next to the muted track.
Each press of the <Mute> toggles muting on or off.

<Solo>
Choosing a track and pressing <Solo> causes only the performance for that part to be heard.
Each press of the <Solo> toggles solo play on or off.

* *Different types of DSP effects cannot be applied to more than one part, so DSP effects may not be applied correctly when a multiple-voice performance is recorded on a number of tracks.*

* *The relationship between tracks and MIDI channels is as follows.*

Track	1	2	3	4	5	6	7	8	9	D	S	12	13	14	15 16
MIDI channel	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15 16

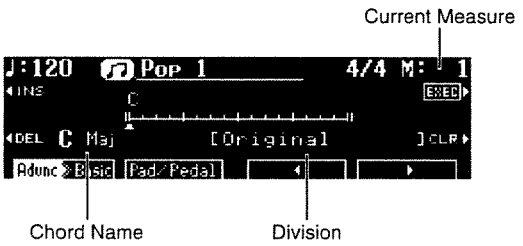
* *When using 16 Track Sequencer, the Composer's five Track buttons do not function.*

* *Set the beat of the Metronome before recording with 16 Track Sequencer. The performance that you record uses the Metronome setting in effect before 16 Track Sequencer is used.*

Using the Chord Sequencer Function

Using the Chord Sequencer function makes it possible to create an accompaniment simply by entering the chord progression one chord at a time. By using Chord Sequencer to create the accompaniment ahead of time, then playing the melody along with the accompaniment you've created, you can create a Style performance simply even if playing chords is not your strong suit.

1. Press <Chord Sequencer> at the Composer Menu screen.
A "Chord Sequencer Screen" like the one below appears on the display.



(* For more information on divisions, check out "Muting Selected Parts for Each Division" (p.57).)

2. Use the Style Group buttons to choose a Style.
After several seconds, the display returns to the Chord Sequencer screen.

3. Use <INS> to insert the desired number of blank measures in the song you wish to input.

4. Use the < ◀ > and < ▶ > at the bottom right of the display or the [Bwd] and [Fwd] button to move the cursor (▲) to the position where the chord and division are to be input.

5. To enter a chord, play the chord on the lower keyboard.
The chord display above the measure serves as a guide for entering chords. Check out the chords next to the division display for the actual chord.

Entry item : Operation

Entering an Intro or Ending:
Press the [Intro/Ending] button.

Changing the Arrange type:
Press <Advnc ➤ Basic> (or <Advnc ◀ Basic>).

Entering a Fill-in:
Press the Fill In button.
(If you assign the functions to pads or pedals, you can also enter divisions such as "Break.")

You can insert and delete measures by pressing <INS>, <DEL>, and <CLR> next to the display.

<INS>
Inserts a single blank measure at the position of the cursor.

<DEL>
Deletes a single measure after the position of the cursor, and shifts all the bars beyond by one measure.

<CLR>
Deletes the information (chords and divisions) at the position of the cursor.

* *When entering a fractional chord such as "Fm/C", the Leading Bass function is used.*

Take a look at "Registering Program Functions" (p.67) for more information on Leading Bass.

6. Press the Composer [Play] button to check what's been done.
The accompaniment you've created is played, starting from the position of the cursor.
Press the Composer [Stop] button to stop the performance.

7. When you've finished inputting the accompaniment, press <EXEC> at the right-hand side of the display.
After several seconds, the display returns to the Composer Menu screen.

8. Press the Composer [Play] button.
The accompaniment you've created is played, so try playing the melody along with the accompaniment as backing.

* *Once <EXEC> has been pressed, what you've input cannot be done over. Make sure everything has been entered correctly before you press <EXEC>.*

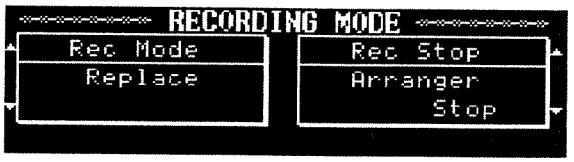
* *An Intro can only be input at the start of a song.*

* *Entering an Intro causes a number of measures corresponding to the Intro's length to be inserted automatically.*

Changing the Recording Method —Recording Mode

You can select the recording method and the way that recording is stopped.

1. At the Composer Menu screen, press <Recording Mode>.
A screen like the one below appears on the display.



2. Use the buttons on the left side of the display to select the recording method (Rec Mode) and use the buttons on the right side of the display to select how recording ends.

Recording Method (Rec Mode)

Replace :
This is the usual recording mode. When a performance is recorded on a specified track, recording progresses as the performance is deleted. This method is called "Replace Recording" (default setting).

Mix :
This records over a previously recorded performance. This method is used when recording overtop the same track. It is used at times such as when recording overtop a drum performance to create a rhythm part. This method is called "Mix Recording."

Punch In/Out :
During playback of a performance, you can press a pedal (or a Pad button) at the desired spot to begin recording. Pressing the pedal (or the Pad button) again cancels recording and returns to the playback state. This can be used to re-record a certain passage. This method is called "punch-in recording."
Punch-in recording can only be performed when "Punch In/Out" has been set as the pedal (or the Pad button) function. To perform recording, be sure to set the pedal function before you start. Check out "Changing How the Pedals Work" (p.68) "Registering Program Functions–The Pad Buttons."(p.67) for more information on pedal and Pad button settings.

* *Punch-in recording erases the previously recorded performance as it records.*

Method of Stopping (Rec Stop)

Arranger Stop :
When the Arranger stops, recording ends at the same time.

Composer Stop :
Pressing the Composer [Stop] button ends recording. Recording can be continued until the Composer [Stop] button is pressed, even after the Style ends.

Using New Disks—Formatting

In order to use new disks or disks which have been used on other equipment, it will be necessary to "format" such disks.

* *When a disk is formatted, all the data stored on it is completely erased. Be absolutely sure that it is acceptable to format the disk before you carry out the process.*

1. After confirming that the write protect tab on the disk you are going to format is in the "Write" position (see p.8), insert the disk into the disk drive.

2. Press <Disk Format> on the Composer Menu screen.
A screen like the one shown below will appear in the display.

3. If you want to proceed with the format, press <OK>.
When the format begins, a countdown will begin on the screen.
If you want to cancel the operation, press the <Cancel> shown on the screen, or press the [Exit] button.

* *If you get an error message sometime during the procedure, please refer to the "Error Message List" (p.82).*

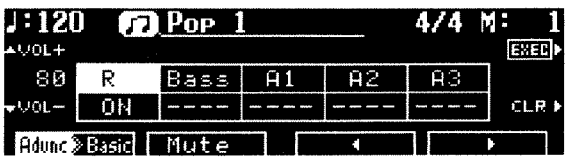
* *During formatting, do not try to remove the disk from the disk drive. Doing so may result in damage.*

Using Built-in Styles to Create Your Own Style—Style Composer

A built-in Style is made up of five Parts: "Rhythm," "Bass," "Accompaniment 1," Accompaniment 2," and "Accompaniment 3."
The KR-1070 has a function called "Style Composer" that lets you combine the Parts from different Styles to create your own Style. A Style made with this Style Composer is called a "User Style."
The tempo of a User Style is established by the Rhythm part's Style tempo. When you wish to change the tempo, press the [Tempo] button to adjust.

* *A User Style is deleted when the power is turned off. If you want to save a User Style, check out "Saving User Styles" (p.52).*

1. At the Composer Menu screen, press <Style Composer>.
The rhythm for the currently selected Style is played back, and a screen like the one below appears on the display.



The Part names are displayed at the center of the screen. The Part that appears in reverse video is the currently selected Part.

* *The Track buttons correspond to the Parts as follows.*

Part	Display	Track button
Rhythm	R	[Rhythm]
Bass	Bass	[Bass/Accomp]
Accompaniment 1	A1	[Lower]
Accompaniment 2	A2	[Upper]
Accompaniment 3	A3	[Whole]

2. Use the Style Group buttons and the buttons next to the display to choose the desired rhythm Style.
Every time you change the Style, the rhythm that is played back changes.
After several seconds, the display returns to the Style Composer screen.

3. After you've chosen the rhythm, use < ◀ > and < ▶ > at the lower right the display to choose the Part you wish to change.
You can also choose a Part by pressing the Track buttons.
The Part sound you select here is added to the Rhythm you chose earlier, and the result is played back.

4. Repeat steps 2 and 3 to make the settings for each Part.
You can use <VOL+> and <VOL-> to the left of the display to set the volume level for each track.

5. After you've decided on the Style, press the <EXEC> button.
The User Style is saved to the [Disk/User] button.
You can also use the Composer [Rec] button to save.
To stop the operation, press the [Exit] button.

* *You can press <Advnc ➤ Basic> (or <Advnc ◀ Basic>) at the lower left of the display to change the Arrange type.*

* *Only certain types of data can be assigned to a Part for each Style. For example, you can't assign a bass Part to "A1."*

* *Depending on the Style and division, some Parts may not contain data.*

* *Combining of parts can only be done with internal style.*

If You Want to Remake a User Style

* *Take a look at left chart for the correspondences between Track buttons and Parts.*

1. At the Composer Menu screen, press <Style Composer>.
The User Style is played back and the Track button's indicators that correspond to the Parts light up.

2. Use < ◀ > and < ▶ > at the bottom of the display to choose the Part on screen that you wish to revise.
You can also choose the Part to be revised by pressing the corresponding Track button to make the button's light come on.

3. Use the Style Group buttons and the buttons next to the display to choose the desired Style.
Every time the Style is changed, the Parts that are played back change.

4. Use < ◀ > and < ▶ > at the bottom of the display to choose the next Part to be changed.

5. Repeat steps 2, 3, and 4 to make the settings for each of the Parts.
Pressing the <CLR> button causes the Part being selected not to be heard.

6. After you've decided on the Style, press the <EXEC> button.
You can also save the Style by pressing the Composer [Rec] button.

Muting Selected Parts for Each Division

"Division" is a word that refers to the state of play. Here are the six divisions that exists during Style Play.

- **Intro** — When the intro is being played
- **Original** — When an original accompaniment pattern is being played
- **Variation** — When a variation accompaniment pattern is being played
- **Fill-in to Variation** — When a fill-in to variation is being played
- **Fill-in to Original** — When a fill-in to original is being played
- **Ending** — When the ending is being played

With the KR-1070, you can silence (mute out) selected Parts for each division of a User Style.
Example :
Muting out Accompaniment 1 when playing a variation accompaniment pattern.

1. At the Composer Menu screen, press <Style Composer>.
The User Style is played back and the Track button indicators that correspond to the Parts light up.

2. Press the Fill In [To Variation] button to make the setting for a variation accompaniment pattern
(That makes this the division to be muted).
If the division is one that changes after a few seconds (Intro, Ending or Fill-in), carry out the next step while the division is in effect (for example, while the intro is being played).

3. Use < ◀ > and < ▶ > at the bottom of the display to choose "A1" then press <Mute>.
(Use < ◀ > and < ▶ > at the bottom of the display to choose the Part you wish to mute out, then press <Mute>.)
Accompaniment 1 is muted, and the light for the Track [Upper] button's indicator goes out.
Muting is toggled on or off each time you press <Mute>.
Another way to perform muting is to hold down Composer [FWD] button and press the Track button that corresponds to the Part you wish to mute out. In this case, each press of the Track button toggles between playback (light lit) and muting (light dark) of the Part.

4. After you've decided on the Style, press the <EXEC> button.
You can also regist the Style by pressing the Composer [Rec] button.

Creating an Original Style —Style Converter

The KR-1070 has a function for cutting out part of a performance and creating a new Style. This function is called "Style Converter."
Using Style Converter, you can make your own original Styles from performances created with 16 Track Sequencer.

1. Use 16 Track Sequencer to record a performance of "Major," "Minor," or "Seventh" type.

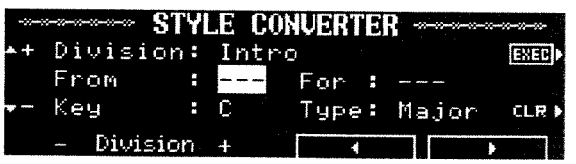
* *Take a look at p.53 for an explanation of how to use the 16 Track Sequencer.*

Because only certain tracks can be handled as Style data, you should record the performance on the following tracks.

Track	Style Part
2	Bass
7	Accomp1
8	Accomp2
9	Accomp3
D	Rhythm

If you're creating a Style with many changes, it's probably a good idea to give attention to divisions such as the Intro, Fill-ins, and Ending as you record.

2. At the Composer Menu screen, press <Style Converter>.
A screen like the one below appears on the display.



3. For each division, select the bars to be cut out, key, chord type, and other settings.
Use < ◀ > and < ▶ > at the bottom of the display to choose the items to be set, and use the buttons on the left to change the settings.
Press <CLR> to disable a setting.

- **Division :** Type of accompaniment pattern
- **From :** Starting measure to cut out of the performance
- **For :** Number of bars from the starting measure
- **Key :** Key of the cut-out performance
- **Chord :** Chord type of the cut-out performance (Select Major, Minor, or Seventh.)

4. Press the [Play] button to listen to the cut-out portion.
The performance is played back.

5. After you've checked all the divisions that you want to make settings for, press <EXEC>.
The Style is saved to the [Disk/User] button.

* *For information on divisions, see p.57.*

* *Only certain tracks can be handled as Style data. If the performance has been recorded with the Composer, or if the performance data is not on the specified tracks, use Track Exchange at the Edit screen to change the tracks. Take a look at "Swapping and Copying Tracks–Track Exchange/Track Copy" (p.61).*

* *If "Fill to Variation" or "Fill to Original" has been chosen for "Division", only one measure can be cut out.*

* *Preset selections are used for divisions which are not selected.*

* *The following are recommended as data which can be handled as Style data. Including data other than any of these may produce unexpected results.*
  - *Performance information from the keyboard*
  - *Reverb Depth*
  - *Chorus Depth*

* *Once the <EXEC> has been pressed, the previous settings cannot be recovered.*

Editing a Recorded Performance —Song Edit

The KR-1070 has eight functions that you can use to edit the performances that you've recorded.

Note
Once editing has been performed, it may not be possible to go back to the state of things before editing, or the settings that have been made may produce unwanted results. Performances that use Arranger in particular may end up with an accompaniment that is strange and inappropriate. We recommend that you save your performance to disk before editing it.

Steps for Editing

1. At the Composer Menu screen, press <Song Edit>.
An "Edit screen" like the one below appears on the display.

2. Use the buttons next to the display to choose the editing function.
The Edit screen has two pages.
Use <Page ▶▶> and <◀◀ Page> to bring up the other page.
For information on the steps for the functions described, refer to the pages that are listed for each one.

1. Changing the Tempo and Volume of a Performance–Set up (p.58)
2. Aligning Imperfect Notes–Quantize (p.59)
3. Erasing a Performance–Erase (p.59)
4. Copying a Measure–Copy (p.59)
5. Deleting a Measure–Delete (p.60)
6. Inserting a Blank Measure–Insert (p.60)
7. Changing the Key–Transpose (p.60)
8. Swapping and Copying Tracks–Track Exchange/Track Copy (p.61)

* *To stop an operation, press the [Exit] button.*

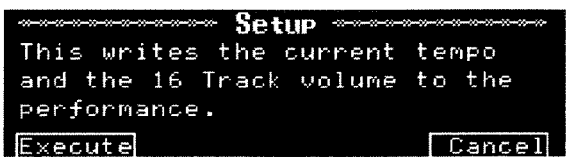
Editing a Performance Saved on Disk
Insert the disk in the disk drive and play back the performance one time. Then edit it.

Changing the Tempo and Volume of a Performance—Setup

Changing the Tempo and Volume of a Performance –Setup

1. Before going into the Song Edit screen, set the tempo by pressing the Tempo button, and set the volume of track you want to change in the 16 Track Sequencer screen.

2. Press <Setup> from the Edit screen. The display will change,and a screen like the one shown below will appear.



3. Press <Execute>. The tempo and volume of the recorded performance are changed.

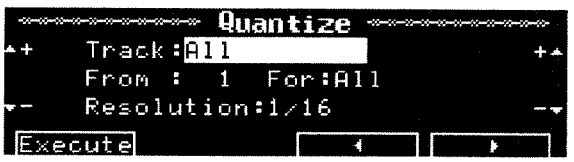
* *After step 1, you can also change the setting by pressing the [Reset] button while holding down the [Rec] button.*

* *Changes in the tempo and volume that are made by pressing the Tempo buttons and Part Volume buttons, or using the [Balance] slider are only set temporarily. You can't change the original tempo and volume of the recorded performance this way.*

Aligning Imperfect Notes—Quantize

You can take a performance to covrect recoded notes to the specified timing. This is called "quantizing." For instance, say that you wanted to record with quarter-note timing, but the actual timing was a little off–slightly ahead or late. In this case, you can quantize with quarter-note timing (1/4) to produce timing that is accurate.

1. Press <Quantize>.
A screen like the one below appears on the display.



2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Track : Track number
Selecting "All" chooses all tracks.

From : The starting measure

For : The number of bars from the starting measure
Selecting "All" chooses everything from the starting measure to the end of the song.

Resolution : Timing at which the notes are to be organized
Select the length of the shortest note occurring in the performance data to be quantized (or an even shorter length).

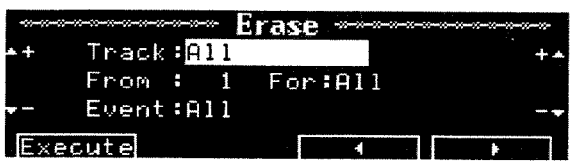
3. When you've finished making the settings, press <Execute>.

Erasing a Performance—Erase

Erase is a function that erases a portion of the selected song, making the erased area blank.
This operation works like a rubber eraser to erase written notes from a score.

* *Once notes have been erased, they cannot be restored.*

1. Press <Erase>.
A screen like the one below appears on the display.



2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Track : Track number

From : The starting measure

For : The number of bars from the starting measure
Selecting "All" chooses everything from the starting measure to the end of the song.

Event : Type of data to be erased

"All" : All data

"Note" : Keyboard performance data (information when the keyboard is played)

"Except Note" : Data other than keyboard performance data (information on the damper pedal, soft pedal, etc.)

"Tempo" : Tempo data (changes in tempo in the performance)
Tempo changes occurring during the performance disappear, and the initial tempo remains constant throughout the song.

* *Selecting "Tempo" as the Event erases all tempo data, regardless of what Track numbers have been selected.*

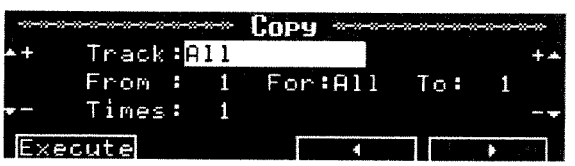
3. When you've finished making the settings, press <Execute>.

Copying a Measure—Copy

This copies a portion of a performance to another bar on the same track. This is used when you want to repeat a similar phrase.

* *Any performance existing at the copy destination is overwritten by what is copied.*

1. Press <Copy>.
A screen like the one below appears on the display.



2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Track : Track number
Selecting "All" chooses all tracks.

From : The starting measure

For : The number of bars from the starting measure
Selecting "All" chooses everything from the starting measure to the end of the song.

To : The copy destination measure
Selecting "End" chooses the end of the song.

Times : The number of times to copy

3. When you've finished making the settings, press <Execute>.

Deleting a Measure—Delete

This deletes a portion of a performance.
When a portion of a performance is deleted, any following portion of the performance is shifted forward.

* *Once a measure has been deleted, it cannot be restored.*

1. Press <Delete>.
A screen like the one below appears on the display.

2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Track : Track number
Selecting "All" chooses all tracks.

From : The starting measure

For : The number of bars from the starting measure
Selecting "All" chooses everything from the starting measure to the end of the song.

3. When you've finished making the settings, press <Execute>.

Inserting a Blank Measure—Insert

Insert is a function that inserts a blank measure at a specified position in a performance.

1. Press <Insert>.
A screen like the one below appears on the display.

2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Track : Track number
Selecting "All" chooses all tracks.

From : The starting measure
Selecting "End" chooses the end of the song.

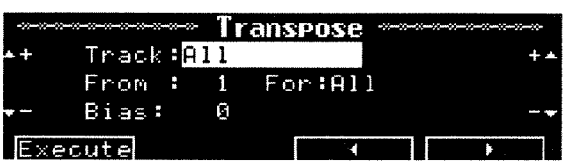
For : The number of bars from the starting measure
Selecting "All" chooses everything from the starting measure to the end of the song.

3. When you've finished making the settings, press <Execute>.

Changing the Key—Transpose

You can change the key of each track in semitone steps.

1. Press <Transpose>.
A screen like the one below appears on the display.



2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Track : Track number
Selecting "All" chooses all tracks.

From : The starting measure

For : The number of bars from the starting measure
Selecting "All" chooses everything from the starting measure to the end of the song.

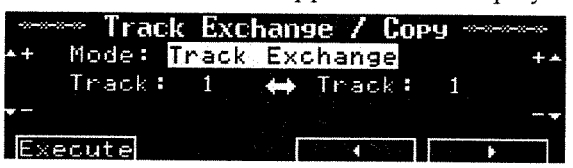
Bias : Amount of transposition
A value within the range of -24 to +24 (in semitone steps) can be specified.

3. When you've finished making the settings, press <Execute>.

Swapping and Copying Tracks —Track Exchange/Track Copy

This can swap track numbers or copy the contents of one track to another track.

1. Press <Trk Exchng/Copy>.
A screen like the one below appears on the display.



2. Use < ◀ > and < ▶ > at the bottom of the display to choose the item, then use <+> and <-> next to the display to select the value.

Mode	: Track Exchenge	Swaps tracks
	: Track Copy	Copies a track

3. When you've finished making the settings, press <Execute>.

* *When copying a track, any performance existing at the copy destination is overwritten by what is copied.*

3-2 Function Menu

With the Basic, Piano, and Organ screens, there are various convenient functions you can use for working with performances.

Operating Procedure for the Function Menu

1. Press <Func...>.
The Function menu will appear on the screen.

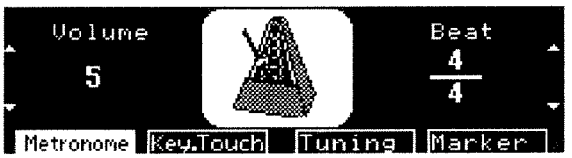
2. Select a function with the buttons below the display.

3. Set the function with the buttons to the side of the display.

<Piano Screen Functions>

Changing the Metronome Volume and Beat

1. Press <Metronome>.
"Volume" and "Beat" will appear in the display.
Ten volume levels will be displayed.



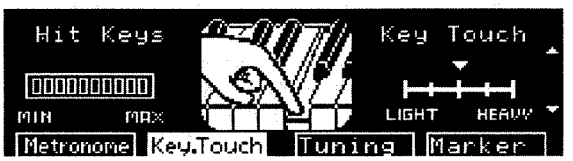
2. Using the buttons next to the display, adjust the volume and beat.

* *The volume is set to "5" when the power is turned on.*
* *Beat is set by pressing the Style Group button, then changing the beat for those Styles.*
* *You cannot change the beat while in Style mode or when you are using the Composer function.*

Changing the Touch of the Keys

You can adjust the touch of the keyboard, with five levels to choose from.

1. Press <Key Touch>, and the touch level will appear in the right of the screen. Refer to this setting when making settings as you play the keyboard.



* *The force you used to finger the keyboard is displayed on the left-hand side of the screen. You can refer to this when setting the touch as you play the keyboard.*

2. Move "▼" with the button to the right of the screen.
Each time you move the arrow, the touch level changes. The keyboard touch and the "▼" symbol correspond in the following way:

"▼" Symbol Position	Keyboard Touch
LIGHT	Gives the keyboard a light feel. This setting makes performances easy to play, even for children who aren't so strong.
HEAVY	Gives the keyboard a heavy feel. Allows more emotional expression during dynamic play. This setting is useful for those who play with a strong touch, or those who want to do disciplined training.
Medium	A normal setting. This setting gives the touch closest to that of an acoustic piano.

* *You can also change the keyboard touch with the Utility menu (p.69).*

Changing the Keyboard's Tuning —Tuning

You can select the tuning of the keyboard.

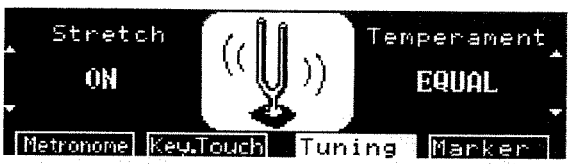
● Stretch Tuning

"Stretch Tuning" is a method of tuning unique to pianos. Compared with equal tuning, pitches in a piano's lower range are adjusted lower, and in the upper range the pitch is adjusted higher. When the power is turned on, the piano tuning is set to "ON."

● Temperament

"Temperament" is another method of tuning. With it you can perform Baroque and Classical pieces with the tuning of those periods.

1. When you press <Tuning>, a screen like the one shown below will appear in the display.



Stretch Tuning

2. Set the Stretch Tuning ON/OFF with the buttons to the left of the display.

The following shows the relationship of the Stretch Tuning ON/OFF and the type of tuning:

ON : Like an acoustic piano, the lower range is tuned a little low, and the upper range a little high.

OFF : All pitches are tuned equal.

Temperament

2. Set the tuning method with the buttons to the right of the display.

You can choose from the following seven types of tuning.

EQUAL

The most common kind of tuning today. In this tuning, an octave is divided into twelve equal parts.

PYTHAGOREAN

Uses the Pythagorean scale. Devised by Pythagoras, the fourth and fifth are kept from becoming ambiguous in this tuning.

JUST (MAJOR)

In this tuning, the third and fifth are kept from becoming too ambiguous.

JUST (MINOR)

With this tuning you can achieve the same effect in a minor key that you do in a major key.

MEAN TONE

A partial compromise of the Just (Major) tuning, to make transposition possible.

WERCKMEISTER

A combination of mean tone and Pythagorean tunings.

KIRNBERGER

An improvement of the mean tone and Just (Major) tunings, it is a tuning which allows greater freedom of transposition.

When performing with these alternative tunings, you need to specify the fundamental tones (the root for a major tuning, the sixth for minor) to match the key of the song you are performing.

When you are performing ensemble with another instrument, please tune to the fundamental tones of that instrument.

3. Set the Keynote by pressing the Key while holding down <Tuning>, when you wish to choose any other temperament than EQUAL.

* *When you make tuning changes, it affects the tuning of all of the sounds, including those on disk.*

Repeatedly Playing Back the Same Section—The Marker Function

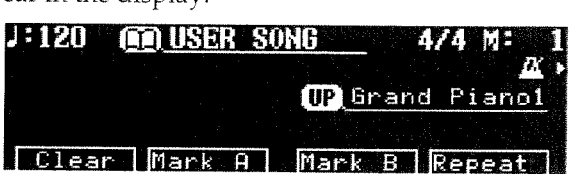
When playing back music data or performances you have recorded, you can mark places you want to play back over and over. At the touch of a button, you can go to a marked point, or even have a section repeat automatically.

Marks are placed at the beginning of measures.

This feature is very convenient when, while playing Minus-One Play, you want to practice difficult passages by repeating them over and over. This function is called the "Marker" function.

1. Press <Marker>.

The "Marker Screen, like the one shown below, will appear in the display.



Playing Back From a Marked Location

You can place marks at two locations in a song. When you put a marker in a song, playback will start from the beginning of the measure where the marker is put.

Ex. : Going to the fifth measure and starting playback.

2. Go to the target measure by pressing the [Fwd] and [Bwd] buttons.
The measure number appears in the upper right of the screen.

3. Press <Mark A> at the fifth measure.
<Mark A> changes to show "A:5."

4. Press the [Play] button.
Playback of the performance will begin at measure five.

5. Press <A:5>.
The performance will return to the beginning of the fifth measure, and begin playing back again.

* *While you can use <Mark A> and <Mark B> in the same song, you cannot put a marker at an earlier point than where <Mark A> is located.*

* *With good timing you can press <Mark A>, <Mark B> during playback of a song. In such a case, the marker will be placed at the downbeat of the measure closest to where the button was pressed.*

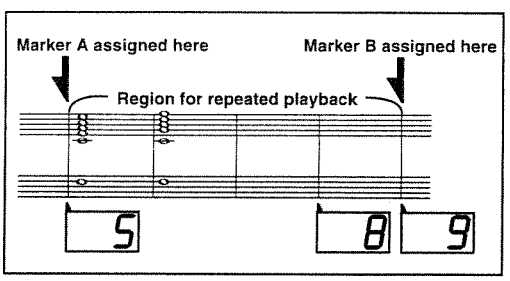
Repeated Playback

Ex.: Repeating Playback of Measures 5- 8

2. Go to the target measure by pressing the [Fwd] and [Bwd] buttons.
The current measure number appears in the upper right of the screen.

3. Press <Mark A> at measure five.
The display changes to show "A:5."

4. Press <Mark B> at measure nine. The display changes to show "A:9."
Now, Mark A has been placed at measure five, Mark B at measure nine.



5. Press <Repeat>.
The song will return to measure five, where Mark A is located.

6. Press the [Play] button.
Measures five through eight will play back repeatedly.

* *If a song only has a Mark A, then if you press <Repeat>, the song will repeat between Mark A and the end of the song.*

Likewise, if a song only has a Mark B, then if you press [Repeat], the song will repeat between the beginning of the song and Mark B.

Erasing Marks

While holding down <Clear>, press either <A:(the measure number)> or <B:(the measure number)>.

<Organ Screen Functions>

● For information on Marker operations, take a look at p.63.

Using the Arranger Function

In the Organ screen, even if you press the [Start/Stop] or [Intro/Ending] buttons, only the Style's rhythm will sound, but while using the One Touch Arranger function, you can still perform Styles.

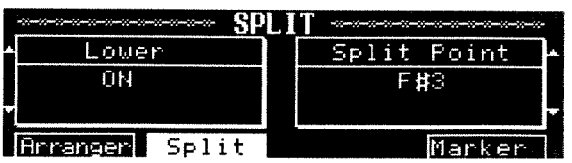
1. Press <Arranger>, and a screen like the one shown below will appear in the display.

2. Using the button to the side of the display, you can turn the Arranger function on and off.
Arranger is set to "OFF" when the power is turned on.

Turning the Lower Tone On and Off/Changing the Split Point

You can switch the Lower Tone on and off.
You can change the Split Point anywhere from B1 to B6.

1. Press <Split>, and a screen like the one shown below will appear in the display.



Turning the Lower Tone On and Off

2. Switch the Lower Tone on and off using the button to the left of the display.

Changing the Split Point

2. Using the button to the right of the display, select the Split Point.
Each time you press the button, the Split Point will shift one key.

* *After carrying out procedure 1, you can change the Split Point even just by pressing the key where you want the keyboard to be split while holding down <Split>.*

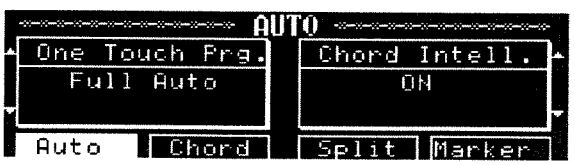
<Basic Screen Functions>

- The information on Split operations, take a look at p.64.
- The information on Marker operations, take a look at p.63.

Changing Arranger Settings

When the power is switched on, choosing a Style may cause the tempo and Upper tones to be selected automatically, or may automatically switch on Chord Intelligence. You can use the procedure described below to change these settings.

1. Press <Auto>. A screen like the one shown below will appear in the display.



Changing the type of automatic settings

2. Select what you are going to change with the button to the left of the display.

Full Auto :
When the Style is changed, the Upper tone, the tempo and other functions are automatically changed to best suit the new Style.

Tone Lock :
Even if the Style is changed, the tone is not.

Tempo Lock :
Even if the Style is changed, the tempo is not.

Tone, Tempo Lock :
Even if the Style is changed, the Tone and the Tempo are not.

OFF :
Even if the Style is changed, the Tone, Tempo and other functions are not.

* *"Full Auto" is set to be switched on by default.*

Chord Intelligence ON/OFF

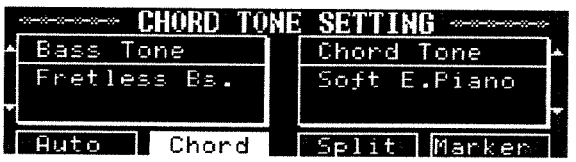
2. Set the Chord Intelligence ON/OFF with the buttons to the right of the display.

* *Chord Intelligence is set to be switched on by default. For more detailed information about Chord Intelligence, please refer to p.42.*

Changing Chord Tone and Bass Tone

When you stop performance of a Style, the Lower keyboard will sound if played. This is called "Chord Tone." When Chord Tone is playing, the chord root, or Bass Tone also sounds.
Ordinarily these tones are predetermined, but they can be changed through the following procedure.

1. Press <Chord>.
A screen like the one shown below will appear in the display.



2. Select the Bass Tone using the buttons to the left of the display, and the Chord Tone with the buttons to the right of the display.
When you don't want the Bass Tone or Chord Tone to sound, Select "OFF."

* *Some tones can be used with hold function. When such tones are played, the last notes will be held until the next notes are played.*

* *When the power is turned on, <Chord Tone> is set to "Soft E.Piano" and <Bass Tone> is set to "Fretless Bs."*

Registering Panel Settings —User Program

You can register the panel settings to the [User Program] button. Registered panel settings are called a "User Program." A User Program can be called up easily, which makes it handy for registering often-used panel settings.

1. Make the panel settings that you want to register.

2. Press the [User Program] button.
A "User Program screen" like the one below appears on the display.

3. While holding down <Write>, use the buttons to the side of the display to choose a User Program Number.
After a few seconds, the display returns to the original screen.

* *You cannot register settings to <Manual>.*
* *When the power is switched on, a few User Programs are registered as examples.*
* *You can change the name of a User Program. Check out "Changing the Name of a User Program" (p.66).*
* *Do not turn the unit off until the operation is completed.*

Calling Up Panel Settings from the [User Program] Button

1. Press the [User Program] Button
The User Program screen (top figure) is displayed.

2. Use the buttons to the side of the display to choose a User Program Number.

* *Choosing <Manual> changes the panel settings to the ones in effect before the User Program was called up.*
* *You can change the speed of the timing at which settings for a Style performance are called up. Check out "Arranger Update for User Programs" (p.72).*

Changing the Name of a User Program

You can change the name given to a User Program.

1. At the User Program screen, hold down the [User Program] button and choose the User Program Number.

A screen like the one below appears on the display.

2. Use < ◀ > and < ▶ > at the bottom of the display and <▲> and <▼> on the left of the display to assign a name.
A list of the characters you can use is shown on p.51.

3. Press <Execute>.

* *Do not turn the unit off until the display returns to the User Program screen.*

Saving User Programs to Disk

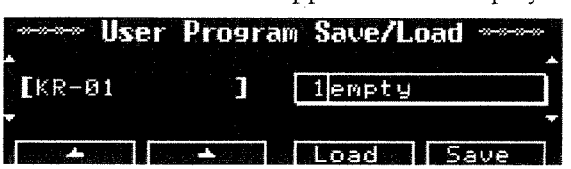
You can register up to 32 User Programs, including Manual settings, on the KR-1070. These 32 User Programs make up one set, and up to 99 sets can be saved on a disk.

* *User Programs can only be saved on a disk that has been formatted by the KR-1070. If you're using an unused disk, first format it (p.55), then carry out the following steps.*

1. Make sure the write-protect tab on the disk to be used is set to "Write" (see p.8), then insert the disk in the disk drive.

2. Press the [User Program] button.
The User Program screen is displayed.

3. Press <Disk...>.
A screen like the one below appears on the display.



4. Use <▲> and <▼> on the right of the display to assign a number.
You can select any number from 1 to 99. Numbers already in use on the disk appear in reverse video. If you choose a number in reverse video, it is overwritten.

5. Use < ◀ > and < ▶ > at the bottom of the display and <▲> and <▼> on the left of the display to assign a name.
A list of the characters you can use is shown on p.51.

6. Press <Save> at the bottom right of the display.

* *To stop the operation, press the [Exit] button.*
* *Do not turn the unit off while "Saving..." still appears in the display.*

Calling Up a User Program on Disk

1. Insert the floppy disk on which the User Program is saved into the disk drive.

2. Press the [User Program] button.
The User Program screen is displayed.

3. Press <Disk...>.

4. Use <▲> and <▼> on the right of the display to choose the User Program.

5. Press <Load> at the bottom right of the display.

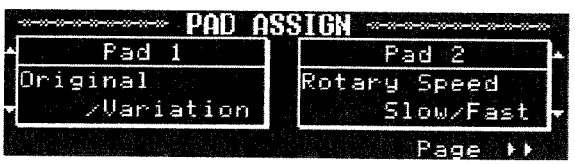
* *To stop the operation, press <Cancel>.*

6. Press <OK>.

Registering Program Functions – The Pad Buttons

You can assign a wide variety of performance-related functions to the two Pad buttons on the panel. After the functions have been registered, they can be called up simply by pressing the buttons.

1. At the Basic screen, press <Pad/Pedal>.
A screen like the one below appears on the display.



2. Use <▲> and <▼> to the side of the display to choose the functions for "Pad 1" and "Pad 2."
The following chart explains the on-screen displays and the functions.

1. **Leading Bass**
   This switches the Leading Bass function on or off. During normal Style Play, the root of the chord played is used as the bass note, but when the Leading Bass function is used, the lowest note of the chord actually played is used as the bass note. This means that the bass note changes when an inverted chord is used.

* *If you register the function to the pedal, the Leading Bass function is in effect for as long as the pedal is depressed.*

2. **Break**
   During Style Play, you can stop the accompaniment for one measure by pressing the pad button.

3. **Fill In To Var.**
   This has the same effect as the Fill In [To Variation] button (see p.41).

4. **Fill In To Org.**
   This has the same effect as the Fill In [To Original] button (see p.41).

5. **Fill In**
   This inserts a Fill-in, but the accompaniment pattern thereafter does not change.

6. **Original/Variation**
   This changes to Original or Variation without inserting a Fill-in.

7. **Basic/Advanced**
   This has the same effect as pressing <Advnc ◀ Basic> or <Advnc ▶ Basic>.

8. **Simple Intro/Ending**
   A simple Intro or Ending is selected when this button is pressed.

9. **Melody Intelligence**
   This has the same effect as the [Melody Intelligence] button (see p.44).

10. **Arranger Intro/Ending**
    This has the same effect as the [Intro/Ending] button.

11. **Arranger Start/Stop**
    This has the same effect as the [Start/Stop] button.

12. **Fade In/Out**
    Pressing this button, you can fade in (whereby the volume gradually increases) to the start of a Style, or fade out (whereby the volume gradually decreases) to the end of a Style.

13. Chorus On/Off
This toggles the Chorus effect for Whole or Upper Tones on or off.

14. Rotary Speed Fast/Slow
This changes the speed of the Rotary effect.

15. DSP ON/OFF
This toggles the DSP effect on or off.

16. Glide
When this button is pressed, the pitch drops momentarily, then gradually rises to its original level. This is effective when used to play a Hawaiian guitar and the like.

17. Composer Play/Stop
This has the same effect as the [Play] or [Stop] buttons.

18. Metronome ON/OFF
This toggles the Metronome on or off.

19. Punch In/Out
Recording is started when this button is pressed. For details, check out "Changing the Recording Method–Recording Mode" (p.55).

* *To stop an operation, press the [Exit] button.*

Changing How the Pedals Work

You can change the functions of the left and center pedals.

1. At the Basic screen, press <Pad/Pdl>.

2. Press <Page ▶▶>.

3. Use <▲> and <▼> to the side of the display to switch the functions of the left pedal (Left) and the center pedal (Center).
The following chart and the chart under "Registering Program Functions–The Pad Buttons" (p.67) explain the on-screen displays and the functions.

20. Soft for Upper
The pedal becomes the Soft pedal (affecting the Upper Part or the Whole Part).

21. Sostenuto for Upper
The pedal becomes the Sostenuto pedal (affecting the Upper Part or the Whole Part).

22. Damper for Lower
The pedal becomes the Damper pedal (affecting only the Lower Part).

23. Bend Up
This raises the pitch of the Upper, Layer Part. (* You can change the range of the pitch. See "Setting the Bend Range" on p.71.)

24. Bend Down
This drops the pitch of the Upper, Layer Part. (* You can change the range of the pitch. See "Setting the Bend Range" on p.71.)

After a few seconds, the display returns to the previous screen.

* *When the One Touch Program [Piano] button is pressed, "Left" becomes "Soft" and "Center" becomes "Sostenuto."*

3-4 Utility Menu

The Utility Menu offers a wide variety of functions for performances other than the ones we've seen so far.

Operating Procedure for the Utility Menu

1. Press the [Utility] button.
The Utility Menu screen appears, giving access to the Utility Menu.

2. Use <Page ▶▶> or <◀◀ Page> to change pages and choose the function you want.
The Utility Menu is made up of 14 pages.

Screen page	Function (Page in the Owner's Manual)
1	Master Tuning (p.69)
2	Key Touch/Transpose (p.69)
3	Metronome Volume and Beat (p.70)
4	Reverb/Chorus Effect Type (p.70)
5	Expanded Tone Selection (p.71)
6	LCD Contrast (p.71)
7	Lyric Display On/Off (p.71)
8	Bend Range (p.71)
9	Send Program Change (p.71)
10	MIDI Send Channel/Local Control (p.72)
11	Arranger Update For User Program (p.72)
12	Memory Backup (p.73)
13	Factory Preset (p.73)
14	Linking the Keyboard and 16 Track Sequencer (p.73)

3. Use the buttons to the side and at the bottom of the display to make the settings for each of the functions.
To return to the settings in effect when the power was first turned on, press <▲> and <▼> to the side of the display at the same time.
When settings have been made, the display automatically returns to the original screen after a few seconds.You can also return the display to the original screen by pressing the [Exit] button.

* *If you want to cancel the operation, press the [Exit] button before changing any settings.*

The display returns to the original screen.

Adjusting the Pitch—Master Tuning

If you're playing along with another instrument, you'll have to adjust the pitch of the note that is used for reference. Ordinarily, the middle A key is used as the standard, and the pitch of middle A in Hertz ("Hz") is adjusted to match the other instrument. The pitch of this note is called the "standard pitch." When the power is switched on, the KR-1070's standard pitch is set to 440 Hz.
This adjustment of the standard pitch is called "Master Tuning."

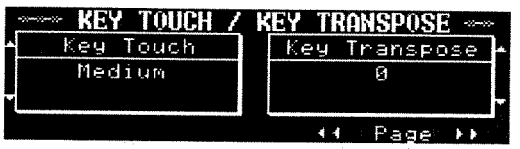
1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.

2. Use the buttons on the side of the display to set the standard pitch.
The standard pitch can be adjusted within a range of 415.3 to 466.2 Hz.

* *This tuning affects all sounds, including performances played back from a disk.*

Changing the Keyboard Touch/ Changing the Key—Transpose

1. At the Utility Menu screen, press <Page ▶▶> or <◀◀ Page> to display a screen like the following.



Keyboard Touch

You can vary the touch of the keyboard along a range of five steps.

2. Use the buttons on the left of the display to change the key touch.
The keyboard touch corresponds to on-screen displays as follows :

Display	Keyboard touch
Super Light	will play fortissimo with the slightest touch.
Light	will play fortissimo with a touch weaker than ordinary, so the keyboard feels lighter than usual. With this setting, even weaker children will find it easy to play.
Medium	Normal setting, with a touch closest to that of an acoustic piano.
Heavy	fortissimo can't be produced without playing with a stronger touch than usual, so the keyboard feels heavier.
Super Heavy	You can play fortissimo only with the strongest touch. You can add more feeling when playing dynamically. A useful setting for those who normally play with a strong touch, or for those who want to strengthen their fingers.

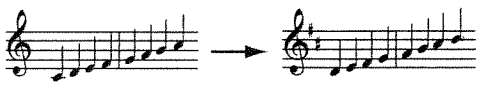
* *You can also change the keyboard touch with the functions under the Piano menu (p.62).*

Transpose

You can change the key of what you play without changing the position of your fingers on the keyboard.
For instance, when performing Minus-One Play (p.48) using SMF data in a difficult key with many sharps and flats, you can leave the backing performance in the original key and transpose only the part you play to a key that is easier to finger.

2. Use the buttons on the right of the display to select the amount of transposition.

The current setting (-6 to 0 to 5) appears on the display.
The key changes in semitone steps.
Ex : When you select "2" for the value of Transpose.

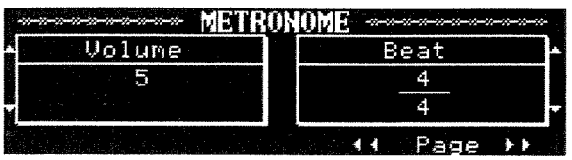


This is played,... ...this is what you hear.

* *Accompaniment during Style Play also changes in the same way as the Upper part.*

Changing the Volume and Beat of the Metronome

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Press the buttons to the side of the display to adjust the volume and beat.

For volume, a larger value produces a louder sound.

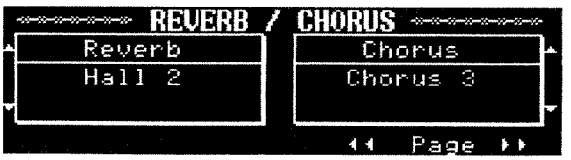
* *When the Style Group button is pressed, the beat that has been set changes to the beat for that Style.*

* *The beat cannot be changed during Style Play or when using the Composer.*

Changing the Type of Reverb or Chorus Effect

You can choose the type of Reverb or Chorus effect.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Use the buttons on the left of the display to choose the Reverb type, and use the buttons on the right to choose the Chorus type.

Reverb Types

Room 1	Reverberations of a conference room
Room 2	Reverberations of a small live-stage house
Room 3	Reverberations with a feeling of spaciousness
Hall 1	Reverberations of a large concert hall
Hall 2	Reverberations of a small concert hall
Plate	Bright, metallic reverberations
Delay	A sound that is repeated like an echo
Pannig Delay	A delay sound that moves back and forth between the left and right speakers

Chorus Types

Chorus 1	A shallow chorus with slow undulations
Chorus 2	A shallow chorus with rapid undulations
Chorus 3	A deep chorus with slow undulations
Chorus 4	A deep chorus with rapid undulations
Feedback Cho.	A soft sound with an effect like a flanger
Flanger	Resonation like a jet taking off and landing
Short Delay	A delay with a short delay time
Short Dly (FB)	A short delay with many repetitions

* *The type selected is applied to all Tones.*

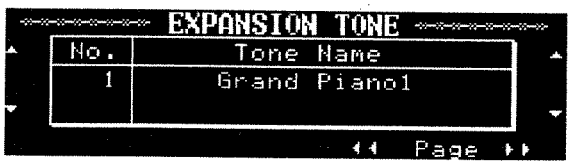
Choosing an Expansion Tone

In addition to the KR-1070's built-in Tones, you can also play 324 types of Expansion Tones.
For more details about Expansion Tones, take a look at the "Expansion Tone List" (p.80).

* *Expansion Tones can be used in the following Parts.*

Whole Keyboard Play
Upper Part for Style Play or Split Play

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Use the buttons on the side of the display to choose a Tone.

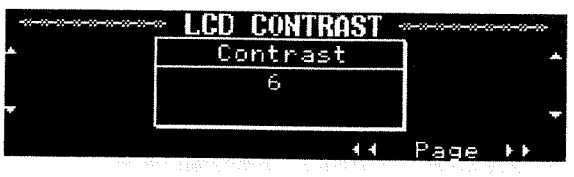
* *An Expansion Tone is only temporarily selected. If you change the performance mode (for example, if you change from Whole Keyboard Play to Split Play), the sound returns to the previously selected ordinary Tone.*

* *A performance that uses Expansion Tones can be recorded with the Composer, but cannot be registered to a User Program.*

Adjusting the Contrast of the Display

You can adjust the contrast of the display within a ten-step range.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.

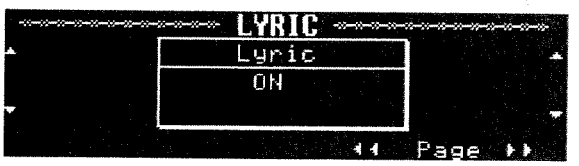


2. Use the buttons on the side of the display to adjust the contrast.

Switching Off the Display of Lyrics

When using the KR-1070 to play music data containing lyrics the lyrics are automatically shown on the display. You can switch off this display of the lyrics.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



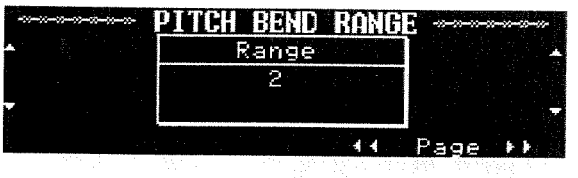
2. Use the buttons on the side of the display to set this on or off.

* *Lyrics on the display will disappear by pressing one of any panel buttons.*
They will be displayed again by pressing the [Play] button.

Setting the Bend Range

By changing the functions of the left and center pedals to [Bend Up] or [Bend Down], you can use them as a bender that can raise or lower the pitch of a sound (Only in the Style Playing and Split Playing modes; see page 68). This sets the maximum range of the pitch change.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Use the buttons on the side of the display to set the value.
The value can be set to any number from 0 to 12 (in semitone steps, for a maximum of one octave).

Using MIDI to Change Tones on an External Instrument —Send Program Change

"Program Change" refers to information for switching Tones.
When an external MIDI device is connected, you can change the tones on the external MIDI instrument by sending a Program Change.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.

2. Use the < ◀ > and < ▶ > buttons at the lower left of the display to move the item, and use the <▲> and <▼> buttons at the side of the display to change the value.

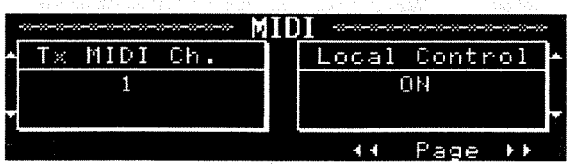
Display	Item	Value
CC 00	Bank Select MSB	0 to 127
CC 20	Bank Select LSB	0 to 127
PC	Program Change	1 to 128

* Each time the <▲> *or* <▼> *button is used to change the value, the information is sent to the external MIDI device.*
* *These settings cannot be sent to the KR-1070's built-in sound source.*
* *The Channel used to sent the information is changed to the channel set according to "Changing the MIDI Send Channel."*

Changing the MIDI Send Channel/ Setting MIDI Local Control

These settings are made when an external MIDI device is connected.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



Changing the MIDI Send Channel

MIDI makes use of something called a "channel."
By setting the KR-1070 and external MIDI device to the same MIDI channel, you can use the KR-1070 to do things like play sounds and switch tones on the external MIDI instrument. To do this, you need to change the MIDI send channel on the KR-1070.

2. Use the buttons on the left of the display to choose the MIDI send channel.
The MIDI send channel (1 to 16) appears on the display.

* *MIDI messages sent from the external MIDI instrument are received on all channels.*
* *All Keyboard information will be transmitted on one channel without regard to Split and Layer Settings.*
* *Composer and Style Play cannot be sent.*

Setting Local Control

The setting for Local Control is made when you want to exchange performance information with an external MIDI instrument. Performance information played with the keyboard is sent to the internal sound module when Local Control is on but is not sent to the internal sound module when off. (In either case, the performance information is sent out from the MIDI Out connector.)

● When the External MIDI Instrument Is a Sequencer

Set Local Control to "OFF" and SOFT THRU on the sequencer to "ON." If these settings are not made, the performance on the KR-1070 is sounded twice.

* Refer to the owner's manual for your sequencer for more information on the SOFT THRU setting.

● When the External MIDI Instrument Is a Synthesizer or Sound Module

No sound is produced by the KR-1070 unless Local Control is on.

2. Use the buttons on the right of the display to toggle Local Control on or off.
The display shows "ON" or "OFF."

Arranger Update for User Programs

You can set the timing that is used to call up settings for the Arranger when calling up a User Program.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.

2. Use the buttons on the side of the display to set the timing.

Instant: Arranger-related settings are called up as soon as the User Program Number is pressed.

Delayed: Arranger-related settings are called up when the User Program Number has been depressed for several seconds.

You can call up settings for other than the Arranger by pressing and immediately releasing the User Program Number.

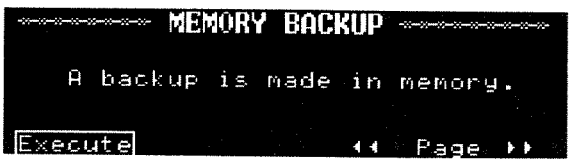
Memory Backup

Some settings return to their initial values when the power is switched off. The Memory Backup function makes it possible to save such settings so that they don't revert to their initial values.

* *The following settings can be saved in memory.*

- Display contrast
- Basic screen and Demo screen language
- Stretch Turing, Temperament
- Octave Shift
- Types and depth of DSP effects for each Tone
- Chorus effect on/off status for each Tone

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Press <Execute>.

3. Press <OK>.

* *To stop the operation, press the <Cancel>.*

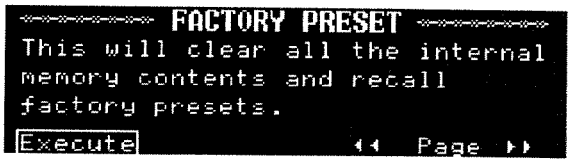
* *Do not turn the unit off until the display shows "Backup complete."*

Returning to the Initial Settings —Factory Preset

This returns all settings stored in the KR-1070 to their initial values when shipped from the factory.

* *User Programs also return to the initial setting, so be sure to save important data first.*

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Preset <Execute>.

3. Press <OK>.

All settings are returned to their initial values.

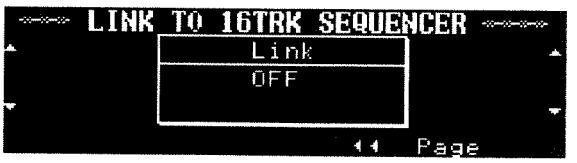
* *To stop the operation, press the <Cancel>.*

* *Do not turn the unit off until the display shows "Reset complete."*

Linking the Keyboard Performance Data and 16 Track Sequencer Data

This makes it possible to change the sounds of the keyboard by means of an external MIDI instrument.

1. At the Utility Menu screen, press <Page ▶▶> and <◀◀ Page> to display a screen like the following.



2. Use the buttons on the side of the display to toggle Link on or off.

The display shows "ON" or "OFF".

* *The linked MIDI channel becomes the channel for the track selected at the 16 Track Sequencer screen.*

3-5. Connecting MIDI Devices and Computers

To exchange performance data between the KR-1070 and external devices, this instrument features MIDI and Computer Connectors. By using these ports, you can connect external music equipment and enjoy even more creative ways of using the instrument.

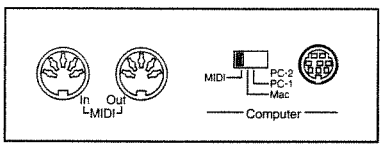
Connecting MIDI Devices

This instrument has two MIDI connectors, MIDI In and MIDI Out. By connecting these connectors with the MIDI connectors on external MIDI equipment, the instruments can control each other. For example, one machine can play sounds sent from the other, or change tones sent by the connected device.

How Do I Connect MIDI Devices?

Set the Computer switch on the bottom of the unit to the "MIDI" position. Using MIDI cables, connect the MIDI Connectors of this unit with those of the MIDI device.

* *When changing the position of the Computer switch, make sure that power to the KR-1070 is turned OFF.*



About MIDI Connectors

Each of the MIDI Connectors works in the following way:

● MIDI OUT Connector

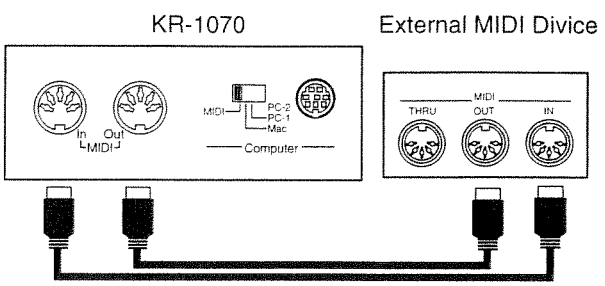
For sending performance data (such as that describing what is played on this keyboard) to connected MIDI equipment.

● MIDI IN Connector

For receiving MIDI information sent from external MIDI equipment. MIDI devices that receive MIDI information can do such things as play sounds, switch tones, etc.

When you use MIDI equipment to exchange performance information

Connect each of the MIDI Connectors and cables after referring to the chart below.



* *It is not absolutely necessary to use two MIDI cables to connect the equipment. Make your MIDI cable connections according to how you will use the equipment.*

* *A publication containing a very detailed description of how to send and receive data using MIDI, the "MIDI Implementation," is sold separately. If you want to connect other MIDI devices for high-level uses, or need detailed information, please order or purchase this from your dealer.*

Connecting Computers

The KR-1070 also features a Computer Connector. By connecting this connector with the computer's serial port, you can exchange performance information in both directions.

* *Please use a cable less than three meters in length to connect the computer to this unit. Using a cable three meters or longer may result in abnormal handling by the computer or the KR-1070.*

How Do I Connect a Computer?

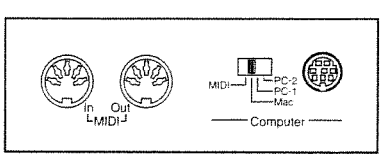
In order to match the baud rate (the rate at which the computer and the KR-1070 send data) of this unit with your computer and software, please make the settings given in the following directions.

* *When changing the position of the Computer switch, make sure that power to the KR-1070 is turned OFF.*

● When Connecting Apple Macintosh Series Computers

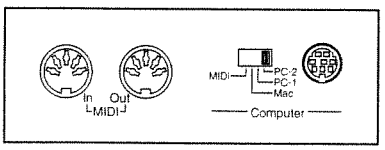
Connect the modem port (or printer port) of Apple Macintosh computers to this instrument's Computer Connector using the RSC-15APL computer cable (sold separately). Set the Computer switch on the bottom of the unit to "Mac."

Also, if you are using "Patch Bay" on the Macintosh, set the Interface Type (MIDI Interface Clock) to 1 MHz.



● Connecting IBM PC Computers

Connect the COM 1 or COM 2 ports on IBM PC computers to this unit's Computer Connector with the RSC-15AT computer cable (sold separately). Set the Computer switch on the rear panel to "PC-2."



* *For more on baud rates and related subjects, please consult your software owner's manual.*

For settings other than these, make settings to the MIDI send channels or local control on and off according to your needs.

<Cautions>

* *Data output from the MIDI Out or computer terminals is only information about keys that are actually played.*

* *When in composer, the system exclusive message from the MIDI In or computer terminal will not be called up.*

* *When you want to control the keyboard tone from the computer or MIDI device, please follow the procedure below.*

1. Set the KR-1070's Local Control to Off.

2. Set the MIDI device or computer Soft through to On.

3. Connect the KR-1070's MIDI Out to the MIDI In on the MIDI device, and the MIDI In to the MIDI device's MIDI Out. (In the case of a computer, connect only to the Computer Connector.

* *If you are going to use disks formatted with the KR-1070 on other instruments or computers, prevent accidental overwriting by setting the disk's write protect tab to "Protect."*

No Sound Is Played

- The [Volume] knob is turned down too low.
- Headphones are plugged in.
- the [Balance] knob is set to "Accomp." Move the knob to "Keyboard."
- The Part Volume button is set to "0" (see p. 45).

No Sound Is Produced When the Keyboard Is Played

- With some performance data, the keyboard may be unresponsive after the data is played back.
  If this is the case, press the [Song] button and choose <U : User Song> at the upper left of the Song Select screen. Alternatively, delete the data you've recorded with the KR-1070 (see p. 50).
- Local Control is set to "off." When Local Control is set to "off, no sound is produced when the keyboard is played. Set Local Control to "on."

I Can't Choose a Tone or Style

- The Demo screen is displayed. Press the [Demo] button, then choose the Tone or Style.

Sounds Drop Out

- The KR-1070 can play a maximum of 64 notes simultaneously. The number of sounds may exceed 64 at times such as when playing while listening to a song on disk, or when you make extensive use of the Damper pedal during a performance. Sounds drop out when the total number of notes is more than 64.

Performance Data on Disk Is Not Played Back Immediately

- SMF Music Data comes in two types: format 0 and format 1. In the case of format 1 data, some time is required before playback actually starts. Refer to the booklet that came with the SMF Music Data you're using for the format type.

The Display Shows "PU" When Disk Performance Data Is Played Back

- When a song starts in the middle of a measure, the message "PU" (pickup) appears on the display when the song begins. After that, the measure number is displayed as usual.

The [Fwd] Button Doesn't Fast-forward and the [Bwd] Button Doesn't Rewind

- You can't fast-forward or rewind while music data is being read in. The measure is shown in reverse video on the display while music data is being read in.

The Tones Change

- If you change the style during Style play, the Upper tones and Tempo are also automatically changed to appropriate settings. If you wish to change only the Style without changing the Upper tones and Tempo, check out "Changing Arranger Settings" (p.65).
- If music data contains a performance recorded to the [Whole] Track in Minus-One play, the Upper and Lower Parts may change to the same Tones as the performance.
- An Expansion Tone is only temporarily selected. If you change the performance mode (for example, if you change from Whole Keyboard play to Split play), the sound returns to the previously selected ordinary Tone.

The Way a Tone Is Played Changes

- You can not add multiple DSP effects simultaneously, so when recording on multiple tracks while overdubbing a performance, or when playing a performance along with playback of a song, you may encounter times when you won't be able to add effects.

I Can't Use Whole Keyboard Play

- When using the Arranger (that is, when the light for the One Touch Program [Arranger] button is lit up), Whole Keyboard play is not activated even when the Part [Whole] button is pressed. The entire keyboard is set up for chord recognition with Piano Style Arranger play (see p. 36).
  To activate Whole Keyboard play, press the One Touch Program [Piano] button.

The Chord Intelligence Function Doesn't Work

- When using the Piano Style Arranger, chord recognition is activated when three or more keys are fingered at the same time.
- The Chord Intelligence function is off (see p. 65).

The Pedals Don't Work

- The pedal cord are not connected correctly. Plug the pedal cord that extends from the lyre assembly into the PEDAL jack on the bottum of the unit (see p.10).
- The working of the left pedal and center pedal changes automatically during Style play or Split play, and can even be changed to entirely different functions. If this is the case, see "Changing How the Pedals Work" (p. 68).
  In addition, pressing the One Touch Program [Piano] button changes the left pedal to a Soft pedal and changes the center pedal to a Sostenuto pedal.

I Can't Record Anything

- There is a disk in the disk drive, or performance data on disk was played back before the [Rec] button was pressed.
  If you want to record your own performance in such cases, press the [Song] button to display the Song Select screen. Choose <U : User Song> at the upper left of the display. Then press the [Rec] button. The [Play] button flashes, and you can now record.
- You're trying to redo a performance that was recorded once. To redo a recording, press the [Rec] button, then press the Track button for the track you wish to redo. The lights for the selected Track button and the [Play] button flash, and the track can now be recorded over (see p. 47).
- The recording mode is set to Punch In Recording. With Punch In Recording, recording starts when the pedal is depressed (or the Pad button is pressed), and stops when the pedal is depressed (or the Pad button is pressed) again (see p. 55).

Certain Parts Are Not Heard When Listening to Performance Data on Disk

- The light for the Composer Track button is not lit. Press the Track button for the track that cannot be heard to make the button light come on.

The Pitch Is Off

- The pitch has been shifted. Set the shit to "0" (see p. 69).
- The tuning is not correct. Revise the tuning settings (see p. 63, 69).

I Can't Use Layer Play or Split Play

- The 16 Track Sequencer is in use. Because the performance of one type of Tone is recorded on one track, Split and Layer play cannot be recorded with the 16 Track Sequencer (see p. 53).

Styles will not start when playing the lower keyboard.

- The indicator for the [Sync] button is not lit.
  Press the [Sync] button to get the indicator to light up.

Tone List

Piano
Grand Piano1
Grand Piano2
ClassicGrnd1
ClassicGrnd2
UprightPiano
Rock Piano
Honky-tonk 1
Honky-tonk 2
Grand Piano3
Piano 1
MIDI Piano1
MIDI Piano2

E.Piano
E.Piano 1
Soft E.Piano
E.Piano 2
Hard E.Piano
60's E.Piano
Clav.
Harpsichord1
Harpsichord2
EG+Rhodes 1
Detuned EP 1
St.FM EP
Hard FM EP

Vibes
Vibraphone
Celesta
Marimba
Xylophone
Glockenspiel
Music Box
Tubular-bell
Santur
Steel Drums
Kalimba
Barafon
Vibra Bells

Organ
Jazz Organ 1
Jazz Organ 2
Full Organ 1
Full Organ 2
Lower Organ1
Lower Organ2
Church Organ
Organ Flute
Theater Org.
Trem.Flute
Rock Organ 1
Rock Organ 2
Jazz Organ 3
Jazz Organ 4
Full Organ 3
Full Organ 4
Pop Organ
VS Organ
Accordion
Harmonica
Jazz Organ 5
Jazz Organ 6
Full Organ 5
Full Organ 6
Jazz Organ 7
Lower Organ3
Full Organ 7
Full Organ 8
Metalic Org.
Digi Church
Pop Organ 1
Pop Organ 2

Guitar
Nylon Guitar
Gut Guitar
Steel Guitar
12str Guitar
Mandolin
Banjo
Hawaiian Gt.
Muted Gt.
JC E.Guitar
Jazz Guitar
Overdrive Gt
DistortionGt
Power Guitar
Rock Rhythm
Shamisen
Koto

Strings
Slow Strings
Strings
RichStrings1
RichStrings2
Violin
Cello
Viola
Choir
Choir Oohs
Pop Voice
SynVox
Choir Str.
Harp
Orchestra
Syn.Strings1
Warm Pad

Sax
Blow Sax
Soprano Sax
Alto Sax
Oboe
Bassoon
Clarinet
Flute
Blow Pipe
Trumpet
MutedTrumpet
Trombone
Fr.Horn Solo
Brass 1
French Horn
Synth Brass1
Synth Brass2

Fantasia
Fantasia
Brightness
Harpvox
Polysynth
CC Solo
Square Wave
Saw Wave
Saw
Doctor Solo
Syn.Calliope
Charang
Bass & Lead
Pan Flute
Shakuhachi
Whistle
Ocarina
Metal Pad
Sweep Pad
Soundtrack
Atmosphere
Crystal
Sitar
OrchestraHit
PizzicatoStr
Acoustic Bs.
A.Bass+Cymbl
Fingered Bs.
Picked Bass
Fretless Bs.
Slap Bass 1
Organ Bass
SynthBass101

Internal

Pop
Rollin'
Swing Pop
50's
Slow Dance
Twist 1
Twist 2
Acoustic Pop
50's Pop
Pop 1
Pop 2
Pop 3
Pop 4
70's
70's Disco
Fusion
Lovers
16Beat Pop
16BtShuffle

Piano Style
PianoBoogie1
PianoBoogie2
Stride Piano
Nickelodeon
#PianoClasic1
#PianoClasic2
Club Piano
Classical
PianoBallad1
PianoBallad2
PianoBallad3
PianoBallad4

Ballad
Swayin'
Dreamin'
60's Ballad
Screen 1
Screen 2
Chapel
Love Songs
Torch Song
16BtBallad 1
16BtBallad 2
Ballad 1
Ballad 2
50's Ballad

Rock
R&B
Rock'n'Roll3
AcousticRck1
AcousticRck2
Rock'n'Roll1
Rock'n'Roll2
Rock 1
Rock 2
UK Rock
Slow Blues
Rock 3
Rock 4
Rock Ballad
Rock'n'Shffl
Rock 5
Rock 6

Country
Easy Country
Western
CountrySwing
CntryBallad
CountryBlues
Twostep
Hoedown
New Country
Country Folk
Train Beat
Bluegrass
ClassicCntry
CntryWaltz 1
CntryWaltz 2
CountryRock
Outlaw

Big Band
BigBand Swing
Blues
BigBndBalld1
BigBndBalld2
Big Band 1
Big Band 2
Jazz Band
Boogie
Standard

Swing
Vocal Swing
Old Swing
Medium Swing
Combo
Shuffle
Slow Swing
Brush Swing

Latin
NewBossaNova
Chacha
Dance Rhumba
Dance Mambo
BossaNova 1
Hot Salsa
Beguine
Hot Mambo
BossaNova 2
FastBosaNova
Rio
Rhumba
BossaNova 3
Salsa
Mambo
Samba
Tango 1
Tango 2
Merengue
Calypso
Lambada

Waltz
Slow Waltz 1
Jazz Waltz 1
Jazz Waltz 2
Cinema
Waltzing
Vienna Waltz
Musette
Slow Waltz 2
Waltz
Pop Waltz
Swing Waltz

March/Kids
Fanfare
Kids 1
Lullaby 4/4
Lullaby 3/4
Easy March
March 6/8
March 4/4
Kids 2
March 2/4
Kids Waltz
Kids 3
Kids 4
Jungle

Trad
Dixieland 1
Dixieland 2
Broadway
Festival
Charleston
Polka
Foxtrot
Hawaiian
Gospel
Revival
Anthem

World
Ireland
SouthAmerica
Scotland
Japan
China
Kayou 1
Triplet Enka
House
Gt.Arpeggio1
Gt.Arpeggio2
Gt.Stroke
Kayou 2
Enka
8Beat Enka
16Beat Enka
Ondo
Techno
NewJackSwing
Hip-Hop
Rap
Easy 8Beat
Easy 16Beat
Easy 2eat
Easy Waltz

Disk Style
Easy Listen1
Easy Listen2
Easy Listen3
Easy Listen4
Easy Listen5
Easy Listen6
Dance1
Dance2
Dance3
Dance4
Dance5
Dance6
Funk1
Funk2
Funk3
JazzFunk
*Rhythm&Blues(R&B)
Blues1
Blues2
Five
Afro&Swing
Ragtime
Rhumba1
Rhumba2
Showtime1
Showtime2
SlowFoxtrot
FrenchWaltz
Gospel1
*Gospel2 (Revival)
*Gospel3 (Anthem)
Baroque

*Styles marked with # do not contain rhythm sounds.
*The disk styles marked with * are stored in the internal memory of the unit.
The names of styles contained in internal memory appear in parenthesis.

Expansion Tone List

No.	Tone Name	CC 0	CC 32	PC#
* 001	Grand Piano1	08	64	001
* 002	Grand Piano2	08	64	002
* 003	Grand Piano3	08	66	001
* 004	ClassicGrnd1	08	65	001
* 005	ClassicGrnd2	08	65	002
* 006	UprightPiano	16	64	001
* 007	MIDI Piano1	00	65	001
* 008	MIDI Piano2	00	65	002
* 009	Piano 1	00	00	001
010	Piano 1d	16	00	001
011	Piano 2	00	00	002
012	Piano 3	00	00	003
* 013	EG+Rhodes 1	00	65	003
014	EG+Rhodes 2	00	66	003
* 015	Rock Piano	08	64	003
016	Honky-tonk	00	00	004
* 017	Honky-tonk 1	08	64	004
* 018	Honky-tonk 2	08	00	004
* 019	E.Piano 1	16	64	005
* 020	E.Piano 2	16	64	006
021	E.Piano 3	00	65	006
022	Hard Rhodes	00	65	005
* 023	Detuned EP 1	08	00	005
024	Detuned EP 2	08	00	006
* 025	Soft E.Piano	08	64	005
026	FM+SA EP	16	02	005
* 027	60's E.Piano	24	00	005
* 028	Hard E.Piano	00	64	006
* 029	St.FM EP	08	64	006
* 030	Hard FM EP	08	66	006
031	GS E.Piano 1	00	00	005
032	E.Piano 1v	16	00	005
033	GS E.Piano2	00	00	006
034	E.Piano 2v	16	00	006
035	Sine Rhodes	24	64	005
* 036	Harpsichord1	00	64	007
* 037	Harpsichord2	08	64	007
038	Harpsichord	00	00	007
039	Coupled Hps.	08	00	007
040	Harpsi.o	24	00	007
* 041	Clav.	00	00	008
042	Analog Clav.	00	64	008
* 043	Celesta	00	00	009
* 044	Glockenspiel	00	00	010
* 045	Music Box	00	00	011
* 046	Vibraphone	00	64	012
* 047	Marimba	08	00	013
* 048	Barafon	08	64	013
* 049	Xylophone	00	00	014
* 050	Tubular-bell	00	00	015
* 051	Santur	00	64	016
052	GS Santur	00	00	016
* 053	Jazz Organ 1	00	64	018
* 054	Jazz Organ 2	32	64	018
* 055	Jazz Organ 3	08	64	018
* 056	Jazz Organ 4	00	65	018
* 057	Jazz Organ 5	00	66	018
* 058	Jazz Organ 6	08	66	018
* 059	Jazz Organ 7	32	66	018
* 060	Full Organ 1	00	65	017
* 061	Full Organ 2	08	65	017
* 062	Full Organ 3	16	65	017
* 063	Full Organ 4	32	65	017
* 064	Full Organ 5	00	67	017
* 065	Full Organ 6	08	67	017
* 066	Full Organ 7	16	67	017
* 067	Full Organ 8	32	67	017
* 068	Lower Organ1	00	66	017
* 069	Lower Organ2	08	66	017
* 070	Lower Organ3	16	66	017
071	Organ 1	00	00	017
072	Organ 2	00	00	018
073	Elec.Org.1	24	02	017
074	Elec.Org.2	32	01	018
* 075	Pop Organ	18	00	017
* 076	Pop Organ 1	16	00	017
* 077	Pop Organ 2	08	64	017
* 078	VS Organ	32	64	017
* 079	Metalic Org.	32	66	017
080	Detuned Or.1	08	00	017
081	Detuned Or.2	08	00	018
082	Organ Bass	40	02	018
* 083	Rock Organ 1	00	64	019
* 084	Rock Organ 2	00	00	019
085	Rotary Org.S	00	65	019
086	Rotary Org.F	00	66	019
* 087	Organ Flute	00	64	020
* 088	Church Organ	08	65	020
089	Church Org.1	00	00	020
* 090	Digi Church	00	64	021
* 091	Theater Org.	16	64	020
* 092	Trem.Flute	08	64	020
093	Pipe Org. Bs	32	65	018
* 094	Organ Bass	08	65	018
095	Reed Organ	00	00	021
* 096	Accordion	00	64	022
097	Accordion Fr	00	00	022
098	Accordion It	08	00	022
* 099	Harmonica	00	64	023
100	GS Harmonica	00	00	023
101	Bandoneon	00	00	024
* 102	Nylon Guitar	00	64	025
* 103	Gut Guitar	00	65	025
104	GS Nylon Gt.	00	00	025
105	Nylon Gt.2	32	64	025
106	Ukulele	08	00	025
107	Nylon Gt.o	16	00	025
* 108	Steel Guitar	00	64	026
109	Steel-str.Gt	00	00	026
* 110	12str Guitar	08	64	026
111	12-str.Gt	08	00	026
112	Nylon+Steel	08	65	026
* 113	Mandolin	16	64	026
114	GS Mandolin	16	00	026
* 115	Jazz Guitar	00	00	027
116	Mellow Gt.	01	02	027
* 117	Hawaiian Gt.	08	64	027
118	GS Hawaiian	08	00	027
* 119	JC E.Guitar	00	64	028
120	Clean Gt.	00	00	028
121	Chorus Gt.	08	00	028
* 122	Muted Gt.	00	00	029
123	Muted Dis.Gt	00	64	029
124	Funk Gt.	08	00	029
125	Funk Gt.2	16	00	029
* 126	Overdrive Gt	00	00	030
* 127	DistortionGt	00	64	031
128	GS Dist.Gt.	00	00	031
129	Dazed Guitar	00	65	031
* 130	Rock Rhythm	08	66	031
131	Rock Rhythm2	00	66	031
132	Feedback Gt.	08	00	031
133	Feedback Gt2	09	02	031
* 134	Power Guitar	08	65	031
135	Power Gt.2	08	64	031
136	5th Dist.	18	02	031
137	Gt.Harmonics	00	00	032
* 138	Acoustic Bs.	00	64	033
* 139	A.Bass+Cymbl	00	65	033
140	GS Ac.Bass	00	00	033
* 141	Fingered Bs.	00	64	034
142	GS Fing.Bass	00	00	034
143	Fingered Bs2	01	02	034
* 144	Picked Bass	00	64	035
145	GS Picked Bs	00	00	035
146	Mute PickBs.	00	65	035
* 147	Fretless Bs.	00	00	036
148	Mr.Smooth	05	02	036
* 149	Slap Bass 1	00	00	037
150	Slap Bass 2	00	00	038
151	Synth Bass 1	00	00	039
152	Synth Bass 2	00	00	040
153	Synth Bass 3	08	00	039
154	Synth Bass 4	08	00	040
* 155	SynthBass101	01	00	039
156	Beef FM Bass	08	02	040
157	Rubber Bass	16	00	040
158	Reso SH Bass	16	02	039
159	SH101 Bass	16	64	040
160	Smooth Bass	19	02	040
161	Acid Bass	08	02	039
* 162	Violin	00	64	041
163	GS Violin	00	00	041
164	Slow Violin	08	00	041
* 165	Viola	00	00	042

No.	Tone Name	CC 0	CC 32	PC#
* 166	Cello	00	64	043
167	GS Cello	00	00	043
168	Contrabass	00	00	044
169	Tremolo Str	00	00	045
* 170	PizzicatoStr	00	00	046
* 171	Harp	00	64	047
172	GS Harp	00	00	047
173	Timpani	00	00	048
* 174	Strings	00	64	049
175	GS Strings	00	00	049
* 176	Slow Strings	00	64	050
177	GS Sl.Str	00	00	050
178	Richstrings1	00	65	050
179	RichStrings2	00	65	049
180	Warm Strings	09	02	050
* 181	Orchestra	08	00	049
* 182	Choir Str.	11	02	049
* 183	Syn.Strings1	00	00	051
184	Syn.Strings2	00	00	052
185	Syn.Strings3	08	00	051
* 186	Choir	32	00	053
* 187	Pop Voice	00	00	054
* 188	SynVox	00	00	055
* 189	Choir Oohs	00	64	055
* 190	OrchestraHit	00	00	056
* 191	Trumpet	00	64	057
192	GS Trumpet	00	00	057
* 193	Trombone	00	64	058
194	Trombone 2	01	00	058
195	GS Trombone	00	00	058
196	Tuba	00	00	059
* 197	MutedTrumpet	00	00	060
* 198	French Horn	00	00	061
* 199	Fr.Horn Solo	00	64	061
200	Fr.Horn 2	01	00	061
* 201	Brass 1	00	00	062
202	Brass 2	08	00	062
* 203	Synth Brass1	00	00	063
* 204	Synth Brass2	00	00	064
205	Synth Brass3	08	00	063
206	Synth Brass4	08	00	064
207	AnalogBrass1	16	00	063
208	AnalogBrass2	16	00	064
209	Soft Brass	01	02	064
* 210	Soprano Sax	00	64	065
211	GS Sop.Sax	00	00	065
* 212	Alto Sax	00	00	066
* 213	Blow Sax	00	64	067
214	Tenor Sax	00	00	067
215	Baritone Sax	00	00	068
* 216	Oboe	00	64	069
217	GS Oboe	00	00	069
218	English Horn	00	00	070
* 219	Bassoon	00	00	071
* 220	Clarinet	00	00	072
221	Piccolo	00	00	073
222	GS Flute	00	00	074
* 223	Flute	00	64	074
224	Recorder	00	00	075
* 225	Pan Flute	00	00	076
* 226	Blow Pipe	00	64	076
227	Bottle Blow	00	00	077
* 228	Shakuhachi	00	00	078
* 229	Whistle	00	00	079
* 230	Ocarina	00	00	080
* 231	Square Wave	00	00	081
232	Sine Wave	08	00	081
233	Syn.Square	00	64	081
* 234	CC Solo	00	65	081
235	Square	01	00	081
236	FM Lead 1	01	64	081
237	FM Lead 2	00	64	088
238	JP8 Square	08	64	081
239	Mellow FM	03	02	081
240	Shmoog	05	02	081
* 241	Saw Wave	00	00	082
* 242	Saw	01	00	082
243	Mg Lead	00	64	082
244	P5 Saw Lead	01	64	082
* 245	Doctor Solo	08	00	082
246	Rhythmic Saw	08	64	082
247	Waspy Synth	16	02	082
* 248	Syn.Calliope	00	00	083
249	JP8 Pulse	00	64	083
250	Pure PanLead	02	02	083
251	Chiffer Lead	00	00	084
252	Cheese Saw	00	64	084
* 253	Charang	00	00	085
254	Reso Saw	00	64	085
255	Solo Vox	00	00	086
256	RAVE Vox	00	64	086
257	5th Saw Wave	00	00	087
258	5th Lead	00	64	087
* 259	Bass & Lead	00	00	088
260	Big & Raw	01	02	088
261	Fat & Perky	02	02	088
* 262	Fantasia	00	00	089
263	Fantasia 2	00	64	089
* 264	Warm Pad	00	00	090
265	Soft Pad	00	64	090
* 266	Polysynth	00	00	091
267	P5 Poly	00	64	091
268	80's PolySyn	01	02	091
269	Space Voice	00	00	092
270	Heaven II	00	64	092
271	Bowed Glass	00	00	093
* 272	Metal Pad	00	00	094
273	Tine Pad	00	64	094
274	Panner Pad	00	65	094
275	Halo Pad	00	00	095
276	JP8 Sqr Pad	00	64	095
* 277	Sweep Pad	00	00	096
278	Sweep Pad 2	00	64	096
279	Polar Pad	00	65	096
280	Ambient Pad	06	02	100
281	Warm Atmos	01	02	100
282	Converge	00	66	096
283	Celestial Pd	10	02	096
284	Ice Rain	00	00	097
* 285	Soundtrack	00	00	098
286	Ancestral	00	64	098
287	Prologue	00	65	098
* 288	Crystal	00	00	099
* 289	Vibra Bells	00	64	099
290	Clear Bells	00	65	099
291	ChristmasBel	00	66	099
292	Soft Crystal	02	02	099
293	Digi Bells	09	02	099
294	Syn Mallet	01	00	099
295	Air Bells	11	02	099
* 296	Atmosphere	00	00	100
* 297	Harpvox	00	64	100
298	Nylon Harp	00	65	100
299	Nylon+Rhodes	00	66	100
* 300	Brightness	00	00	101
301	Goblin	00	00	102
302	Goblinson	00	65	102
303	50's Sci-Fi	00	66	102
304	Echo Drops	00	00	103
305	Echo Bell	01	00	103
306	Big Panner	00	64	103
307	Ai-yai-a	01	64	103
308	Echo Pan	02	00	103
309	Echo Pan 2	02	64	103
310	Water Piano	02	65	103
311	Star Theme	00	00	104
* 312	Sitar 2	01	00	105
* 313	Banjo	00	00	106
* 314	Shamisen	00	64	107
315	GS Shamisen	00	00	107
* 316	Koto	00	00	108
317	Taisho Koto	08	00	108
* 318	Kalimba	00	00	109
319	Bagpipe	00	00	110
320	Fiddle	00	00	111
321	Shanai	00	00	112
322	Tinkle Bell	00	00	113
* 323	Steel Drums	00	00	115
* 324	Falling Down	07	64	126

*: * *indicates a Tone overlap with the Normal Tone*

CC0: value of controller number 0
CC32: value of controller number 32
PC#: program number

Error Message List

When an error message is displayed, the KR-1070 returns to the state it was in before the error occurred, and only the message remains displayed. When this occurs, press the [Exit] button to delete the error message.

E.00

Description: To prevent copyright infringement, this music data cannot be saved to a disk other than the original disk.
Instructions: Save the data to the original disk.

E.01

Description: This type of music data cannot be saved to disk.
Instructions: This music data is designed for enjoyment as playback-only data.

E.02

Description: The write-protect tab on the disk is set to "Protect."
Instructions: Move the tab to "Write" (p. 8).

E.03

Description: A master disk cannot be formatted or used to save data.
Instructions: Save the data to a formatted disk on the KR-1070 (p. 55).

E.04

Description: Cannot save to this type of disk.
Instructions: Save the following three types of data to dedicated disks. Alternatively, save the data to a newly formatted disk on the KR-1070.

* Performances recorded on the KR-1070
* Performances converted to SMF data using the KR-1070
* User Styles created on the KR-1070

E.05

Description: This file cannot be overwritten.
Instructions: Choose a different number to save the data. Alternatively, save the data to a different disk formatted with the KR-1070.

E.10

Description: No disk has been inserted into the disk drive.
Instructions: Insert a disk into the disk drive.

E.11

Description: There is not enough space on the disk to save the data.
Instructions: Use a different disk formatted with the KR-1070.

E.12

Description: Data cannot be saved because the disk is not formatted.
Instructions: Use a disk formatted with the KR-1070 (p. 55).

E.13

Description: The disk was removed while saving or formatting.
Instructions: Repeat the procedure. After starting to save data or format the disk, do not remove the disk until a message is displayed indicating that the operation has been completed.

E.14

Description: A corrupted sector was found on the disk.
Instructions: Use a different disk formatted with the KR-1070.

E.15

Description: Data cannot be saved to this disk.
Instructions: Use a disk formatted with the KR-1070 (p. 55).

E.20

Description: This type of disk cannot be read.
Instructions: Use Roland SMF Music Data or music data that supports Roland Piano Digital. If the disk is not formatted, format it with the KR-1070 (p. 55).

E.21

Description: This type of music data cannot be read.
Instructions: Use Roland SMF Music Data or music data that supports Roland Piano Digital. In addition, only User Programs saved with the KR-1070 can be used.

E.22

Description: The disk was removed while reading.
Instructions: Insert the disk and repeat the procedure. Do not remove the disk while recording or during standby for recording. At other times as well, do not remove the disk while the light for the disk drive is lit.

E.23

Description: A corrupted sector was found on the disk.
Instructions: This music data cannot be used.

E.24

Description: Disk read speed is not fast enough for playback.
Instructions: Press the [Stop] button once. Press the [Reset] button, then press the [Play] button again.

E.25

Description: This music data cannot be played.
Instructions: The music data uses performance information that is not supported by the KR-1070. This music data cannot be used.

E.30

Description: Playback is impossible because the size of the music data is too large.
Instructions: You cannot record, fast-forward, rewind, or save this music data.

E.31

Description: Recording is impossible because the size of the music data is too large.
Instructions: You cannot record, fast-forward, rewind, or save this music data. It should be enjoyed as playback-only data.

E.32

Description: Recording was stopped.
Instructions: The amount of performance information is too large, and further recording is not possible.

E.34

Description: Recording and playback are impossible because the size of the music data is too large.
Instructions: This music data cannot be used.

E.35

Description: The Style data is too large, so it cannot be read or recorded.
Instructions: Delete a recorded performance (p. 50), or save a recorded performance to disk (p. 50).

E.36

Description: The total size of the Style data you are trying to combine is too large, and the data cannot be combined and registered. Alternatively, the size of the disk Style data you are trying to read is too large, and the data cannot be read.
Instructions: Create the User Style with another combination. Alternatively, choose a different Style.

E.40

Description: Too much MIDI data was sent from the external MIDI instrument at one time, and the unit could not process the data.
Instructions: Reduce the amount of MIDI data being sent to the KR-1070.

E.41

Description: A problem such as a loose MIDI cable or computer cable occurred.
Instructions: Make sure the MIDI cables and computer cables are correctly hooked up.

E.42

Description: Too much performance data was sent to the Composer at one time, and recording could not be performed.
Instructions: Make the tempo slower and record the data again.

E.43

Description: The setting of the Computer switch on the button panel is incorrect, or the computer settings are incorrect.
Instructions: Switch off the power and set the Computer switch correctly, then turn the power back on. Alternatively, make sure the computer settings are correct.

E.51

Description: You could not register the setting to the internal memory.
Instructions: Try the operation again.
If you cannot register the setting to the internal memory, please contact qualified service personnel.

Intelligent Chord List

● symbol: Indicates the constituent notes of chords.

★ symbol: Chords shown with an "★" can be played by pressing just the key marked with the "★" (see "Easy Fingering for Chord–Chord Intelligence" on p. 42).

C

C#

D

E♭

E

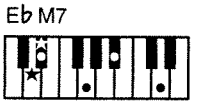
F

CM7

C#M7

DM7

E♭M7



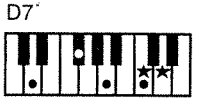
EM7

FM7

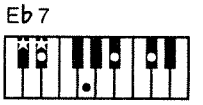
C7

C#7

D7



E♭7



E7

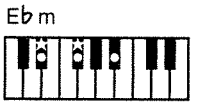
F7

Cm

C#m

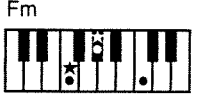
Dm

E♭m



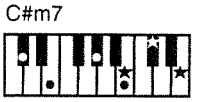
Em

Fm

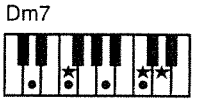


Cm7

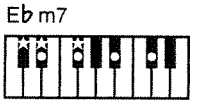
C#m7



Dm7



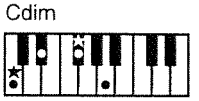
E♭m7



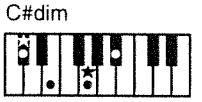
Em7

Fm7

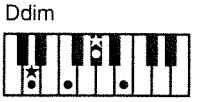
Cdim



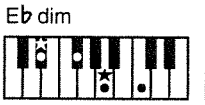
C#dim



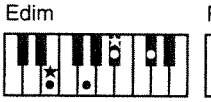
Ddim



E♭dim

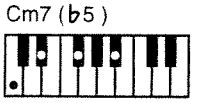


Edim

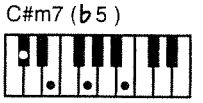


Fdim

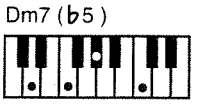
Cm7 (♭5)



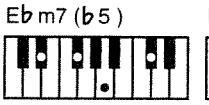
C#m7 (♭5)



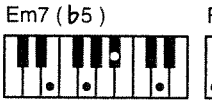
Dm7 (♭5)



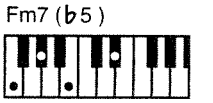
E♭m7 (♭5)



Em7 (♭5)

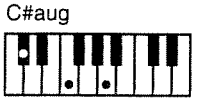


Fm7 (♭5)

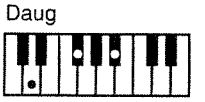


Caug

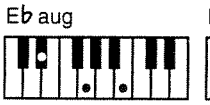
C#aug



Daug



E♭aug



Eaug

Faug

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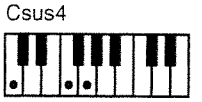

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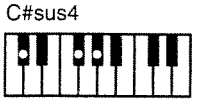

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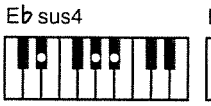
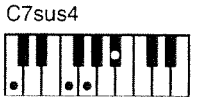
E♭sus4



Esus4

Fsus4

C7sus4



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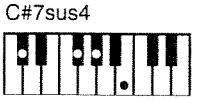

D7sus4

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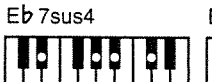
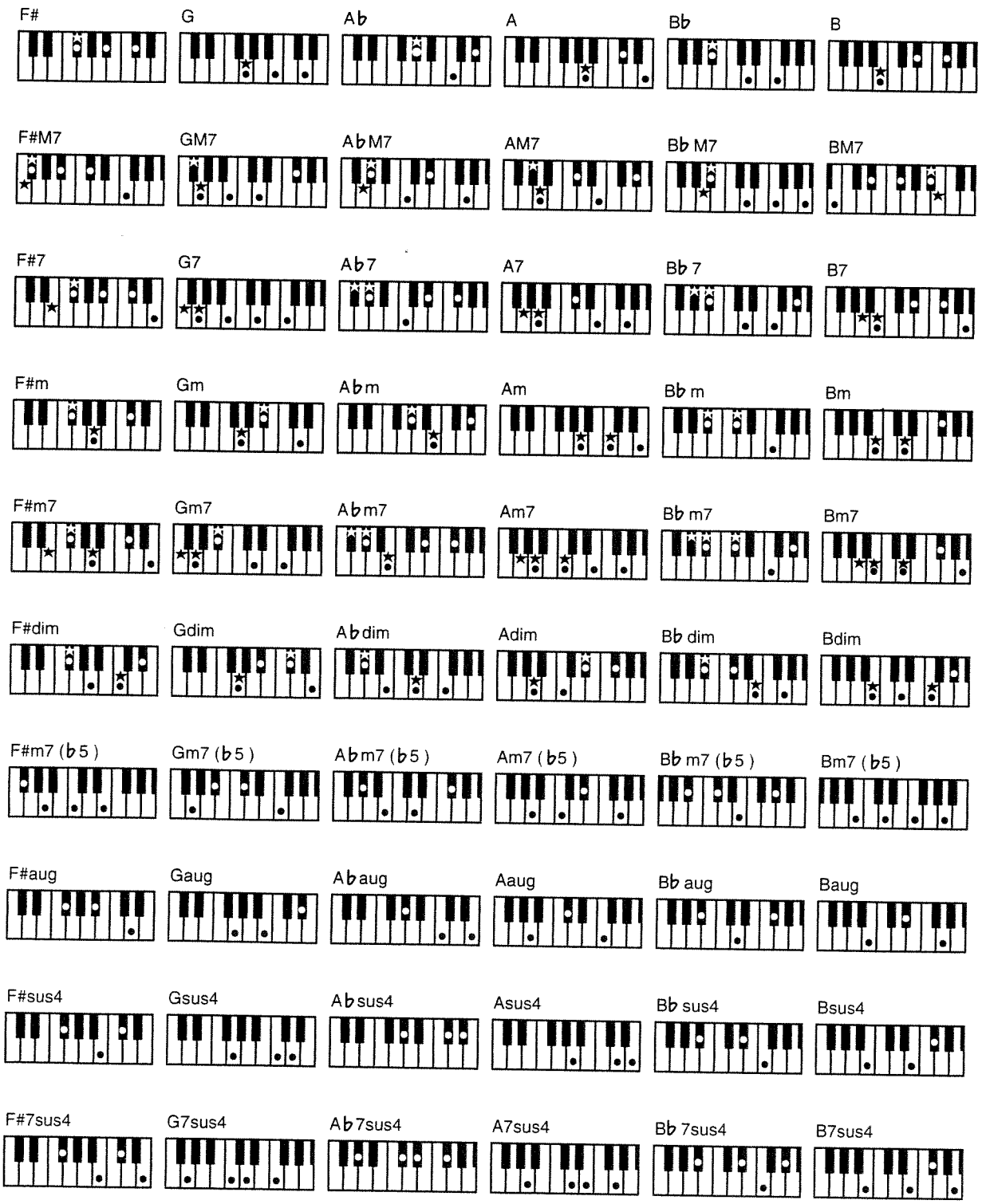


E7sus4

F7sus4


F#
G
Ab
A
Bb
B
F#M7
GM7
AbM7
AM7
Bb M7
BM7
F#7
G7
Ab7
A7
Bb 7
B7
F#m
Gm
Abm
Am
Bb m
Bm
F#m7
Gm7
Abm7
Am7
Bb m7
Bm7
F#dim
Gdim
Abdim
Adim
Bb dim
Bdim
F#m7 (b5)
Gm7 (b5)
Abm7 (b5)
Am7 (b5)
Bb m7 (b5)
Bm7 (b5)
F#aug
Gaug
Abaug
Aaug
Bb aug
Baug
F#sus4
Gsus4
Absus4
Asus4
Bb sus4
Bsus4
F#7sus4
G7sus4
Ab7sus4
A7sus4
Bb 7sus4
B7sus4

Drum Set List

● Drum Set

PC#	1	9	17	25	26
CC32	64	64	0	0	0
Type	STANDARD	ROOM	POWER	ELECTRONIC	TR-808
25	Bar Chime	- - - - -			
26	Finger Snap	- - - - -			
27	High Q				
28	Slap				
29	Scratch Push [EXC7]				
30	Scratch Pull [EXC7]				
31	Sticks				
32	Square Click				
33	Metronome Click				
34	Metronome Bell				
35	Std Kick 2	Std Kick 1	Kick 2	Kick 2	Kick 2
C2 36	Std Kick 1	Room Kick	MONDO Kick	Elec BD	808 Bass Drum 1
37	Side Stick				808 Rim Shot
38	Std Snr 1	Room Snr 1	Gated SD	Elec SD	808 Snare Drum
39	Hand Clap				
40	Std Snr 2	Std Snr 1	Snare 2	Gated SD	Snare 2
41	Low Tom 2	Room Low Tom 2		Elec Low Tom 2	808 Low Tom 2
42	Closed Hi-hat 1 [EXC1]		Closed Hi-hat 2 [EXC1]	Closed Hi-hat 2 [EXC1]	808 CHH [EXC1]
43	Low Tom 1	Room Low Tom 1		Elec Low Tom 1	808 Low Tom 1
44	Pedal Hi-hat 1 [EXC1]		Pedal Hi-hat 2 [EXC1]	Pedal Hi-hat 2 [EXC1]	808 CHH [EXC1]
45	Mid Tom 2	Room Mid Tom 2		Elec Mid Tom 2	808 Mid Tom 2
46	Open Hi-hat 1 [EXC1]		Open Hi-hat 2 [EXC1]	Open Hi-hat 2 [EXC1]	808 OHH [EXC1]
47	Mid Tom 1	Room Mid Tom 1	Room Mid Tom 1	Elec Mid Tom 1	808 Mid Tom 1
C3 48	High Tom 2	Room Hi Tom 2	Room Hi Tom 2	Elec Hi Tom 2	808 Hi Tom 2
49	Crash Cymbal1				808 Cymbal
50	High Tom 1	Room Hi Tom 1	Room Hi Tom 1	Elec Hi Tom 1	808 Hi Tom 1
51	Ride Cymbal 1				
52	Chinese Cymbal			Reverse Cymbal	
53	Ride Bell				
54	Tambourine				
55	Splash Cymbal				
56	Cowbell				808 Cowbell
57	Crash Cymbal 2				
58	Vibra-slap				
59	Ride Cymbal 2				
C4 60	High Bongo				
61	Low Bongo				
62	Mute High Conga				808 High Conga
63	Open High Conga				808 Mid Conga
64	Low Conga				808 Low Conga
65	High Timbale				
66	Low Timbale				
67	High Agogo				
68	Low Agogo				
69	Cabasa				
70	Maracas				808 Maracas
71	Short Hi Whistle [EXC2]				
C5 72	Long Low Whistle [EXC2]				
73	Short Guiro [EXC3]				
74	Long Guiro [EXC3]				
75	Claves				808 Claves
76	High Wood Block				
77	Low Wood Block				
78	Mute Cuica [EXC4]				
79	Open Cuica [EXC4]				
80	Mute Triangle [EXC5]				
81	Open Triangle [EXC5]				
82	Shaker				
83	Jingle Bell				
C6 84	Bell Tree				
85	Castanets				
86	Mute Surdo [EXC6]				
87	Open Surdo [EXC6]				
88	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -

● Drum Set

PC#	26	41	49
CC32	64	64	0
Type	DANCE	BRUSH	ORCHESTRA
25			
26			
27			Close Hi-hat [EXC1]
28			Pedal Hi-hat [EXC1]
29			Open Hi-hat [EXC1]
30			Ride Cymbal
31	Dance Snr 1		
32			
33			
34			
35	Std Kick 1	Kick 2	Concert BD 2
C2 36	808 Bass Drum 2	Kick 1	Concert BD 1
37	808 Rim Shot		
38	TR-909 Snr	Brush Tap	Concert SD
39		Brush Slap	Castanets
40	Dance Snr 2	Brush Swirl	Concert SD
	808 Low Tom 2	Brush Low Tom 2	Timpani F
41 42	808 CHH [EXC1]	Closed Hi-hat 2 [EXC1]	Timpani F#
43	808 Low Tom 1	Brush Low Tom 1	Timpani G
44	808 CHH [EXC1]	Pedal Hi-hat 2 [EXC1]	Timpani G#
45	808 Mid Tom 2	Brush Mid Tom 2	Timpani A
46	808 OHH [EXC1]	Open Hi-hat 2 [EXC1]	Timpani A#
47	808 Mid Tom 1	Brush Mid Tom 1	Timpani B
C3 48	808 Hi Tom 2	Brush Hi Tom 2	Timpani c
49	808 Cymbal		Timpani c#
50	808 Hi Tom 1	Brush Hi Tom 1	Timpani d
51			Timpani d#
52			Timpani e
53			Timpani f
54			
55			
56	808 Cowbell		
57			Concert Cymbal 2
58			
59			Concert Cymbal 1
C4 60			
61			
62	808 High Conga		
63	808 Mid Conga		
64	808 Low Conga		
65 66			
67 68			
69			
70	808 Maracas		
71			
C5 72			
73			
74			
75	808 Claves		
76			
77 78			
79			
80			
81			
82			
83			
C6 84			
85			
86			
87			
88	-----	-----	Applause

● SFX Set

PC#	57	
CC32	0	
Type	SFX	
39	High Q	
40	Slap	
	Scratch Push	[EXC7]
41 42	Scratch Pull	[EXC7]
43	Sticks	
44	Square Click	
45	Metronome Click	
46	Metronome Bell	
47	Guitar sliding Finger	
C3 48	Guitar cutting noise (down)	
49	Guitar cutting noise (up)	
50	String slap of double bass	
51	Fl.Key Click	
52	Laughing	
	Screaming	
53 54	Punch	
55	Heart Beat	
56	Footsteps1	
57	Footsteps2	
58	Applause	
59	Door Creaking	
C4 60	Door	
61	Scratch	
62	Wind Chimes	
63	Car-Engine	
64	Car-Stop	
	Car-Pass	
65 66	Car-Crash	
67	Siren	
68	Train	
69	Jetplane	
70	Helicopter	
71	Starship	
C5 72	Gun Shot	
73	Machine Gun	
74	Lasergun	
75	Explosion	
76	Dog	
	Horse-Gallop	
77 78	Birds	
79	Rain	
80	Thunder	
81	Wind	
82	Seashore	
83	Stream	
C6 84	Bubble	
85	Cat	

PC# : Program Change Number
CC32 : Value of Control Change 32
* Value of Control Change is set 0.

Brank : same percussion instruments as the Standard set
----- : No sound
[EXC] : will not sound simultaneously withother percussion instruments of the same Number

DSP Effect List

1.	Overdrive:	Distorts the sound a little
2.	Distortion:	Distorts the sound a lot
3.	Phaser:	Gives a swelling sound
4.	Enhancer:	Adds modulation to the sound
5.	Auto Wah:	Changes the tone in cycles
6.	Compressor:	Limits dynamic range by compressing higher volumes
7.	Gate Reverb:	A reverb that partially cuts off the lingering sounds
8.	Rotary:	Gives the effect of a rotating speaker
9.	Hexa Chorus:	Lends thickness and breadth to the sound
10.	Tremolo Chorus:	Gives a tremolo effect
11.	Stereo Chorus:	A stereo chorus
12.	Stereo Flanger:	Adds metallic reverberations to the sound
13.	Step Flanger:	A flanger with stepwise changes in pitch
14.	Stereo Delay:	Adds a delay to the stereo sound
15.	Modulation Delay:	A delay that adds undulations to the delayed sound
16.	Triple Tap Delay:	A three-way delay
17.	Quadruple Tap Delay:	A four-way delay
18.	2-Voice Pitch Shifter:	Adds two pitch-shifted sounds to the original sound
19.	Feedback Pitch Shifter:	Adds a single pitch-shifted sound the original sound
20.	Overdrive -> Chorus:	The Overdrive and Chorus effects are linked together in series
21.	Overdrive -> Flanger:	The Overdrive and Flanger effects are linked together in series
22.	Overdrive -> Delay:	The Overdrive and Delay effects are linked together in series
23.	Distortion -> Chorus:	The Distortion and Chorus effects are linked together in series
24.	Distortion -> Flanger:	The Distortion and Flanger effects are linked together in series
25.	Distortion -> Delay:	The Distortion and Delay effects are linked together in series
26.	Enhancer -> Chorus:	The Enhancer and Chorus effects are linked together in series
27.	Enhancer -> Flanger:	The Enhancer and Flanger effects are linked together in series
28.	Enhancer -> Delay:	The Enhancer and Delay effects are linked together in series
29.	Chorus -> Delay:	The Chorus and Delay effects are linked together in series
30.	Flanger -> Delay:	The Flanger and Delay effects are linked together in series
31.	Chorus -> Flanger:	The Chorus and Flanger effects are linked together in series.
32.	Sympathetic Resonance:	"Sympathetic Resonance" is produced on an acoustic piano when strings not directly played are set in motion through resonance. The added richness and spaciousness of this effect can be obtained by pressing the damper pedal.

Demo Song List

	Song Name	Composer	
Piano			
1	Valse No.6 "Petit chien"	Frederic Chopin	
2	Salut d'amour, Op.12	Edward Elgar	
3	Fruhlingslied, Op.62, No6 Felix	Mendelssohn	
4	Turkischer Marsch KV.331	Wolfgang Amadeus Mozart	
5	3 Romances sans paroles, Op.7, No3	Gabriel-Urbain Faure	
6	Promenade—Tableaux d'une exposition	Modest Petrovich Musorgsky	
7	Arietta, Op.12, No.1	Edvard Hagerup Grieg	
8	Etude Op.10-5 "Black Keys"	Frederic Chopin	
9	Roland Original	Scott Tibbs	©1996, Buoy Music
10	Roland Original	Scott Wilkie	©1996, Scott Wilkie for BeachHouse
11	Roland Original	Roland	©1996, Roland Corporation
12	Italienisches Konzert	J.S Bach	
Organ			
1	Toccata und Fuge BWV.565	J.S Bach	
2	Roland Original	Music Brains	©1996, Roland Corporation
3	Roland Original	Jonas Nordwall	©1996, Rodgers Instrument Corporation
4	Roland Original	Roland	©1996, Roland Corporation
Strings			
1	Roland Original	Music Brains	©1996, Roland Corporation
2	Romance de L'amour	Spanish Traditional	
3	Menuette	W.A.Morzart	
4	Roland Original	F.Chopin arr. by Team -KHY&Roland	©1996, Roland Corporation
5	Roland Original	Music Brains	©1996, Roland Corporation
Ensemble			
1	Piano Konsert Op.16 1st Mov.	Edvard Hagerup Grieg	
2	Konzert fur Klavier und Orchester No.23 K.488 1st Mov.	Wolfgang Amadeus Mozart	
3	Children's Corner–Doctor Gradus ad Parnassum	Claude Achille Debussy	
4	Children's Corner–Doctor Jimbo's lullaby	Claude Achille Debussy	
5	Children's Corner–Doctor Serenade for the doll	Claude Achille Debussy	
6	Children's Corner–Doctor The snow is dancing	Claude Achille Debussy	
7	Children's Corner–Doctor The little shepherd	Claude Achille Debussy	
8	Children's Corner–Doctor Golliwog's cakewalk	Claude Achille Debussy	
9	Bach's a Boppin'	J.S.Bach arr. By John Maul	©1996, Roland UK
10	Lay Back Ludwig	J.S.Bach arr. By John Maul	©1996, Roland UK
11	Kismet's Salsa	J.S.Bach arr. By John Maul	©1996, Roland UK
12	Hungarian Rag	J.S.Bach arr. By John Maul	©1996, Roland UK
13	A Prelude To	J.S.Bach arr. By John Maul	©1996, Roland UK
14	Roland Original	Stewart Cary and Joe Millward	©1996, Roland Corporation U.S.
15	Peer Gynt "Morgenstemning"	E.Grieg	

Please refer to "Profiles of Demo Song Composers" (p. 90) for information on the people who composed the songs.

Jonas Nordwall
A native of Portland, Mr. Nordwall received his Bachelor of Music Degree in 1970 from the University of Portland studying with Arthur Hitchcock. Additional study was done with Frederick Geoghegan, the noted English/Canadian organist. As a teenager, Jonas had the privilege to study with Richard Ellsasser, one of the greatest virtuoso organist of this century.
Besides serving as Director of Music for the First United Methodist Church in Portland, Oregon and as the Organist for the Oregon Symphony Orchestra.
He has been a featured recitalist for national conventons of the American Theatre Organ Society and was Organist of the year for 1987.

John Maul
John Maul is a musician, composer and arranger having graduated from the Royal Academy of Music in London. John's work encompasses studio recordings and live performances including work with top UK Jazz artists. His writing credits include commercial music for BBC radio and television, as well as scoring jazz and classical works.
Having been a product specialist for Roland U.K., John is now actively involved in music software composing/programming for both Roland Japan and various music publishers. Quite recently his "Musical Picture Book", a volume of original piano music encompassing all standards of musical ability, which included the piano and orchestral accompaniment data in SMF format, was published and printed.

Music Brains
This is a music creating company established on April 3rd 1992 in Tokyo where it has been mainly working. We make CD's, video BGM, CM, animation music, Karaoke, etc. in our own recording studio. Also, we develop electronic musical instruments, send players, publish manuals, etc. Regarding Roland SMF music data, we have created various titles with the theme of searching reality in music, and have been highly estimated.
Concerning this demonstration data, Yuuki Katoh has composed the gut guitar and Rock guitar data and Kenichiroh Shinzawa has composed the Organ demo under the direction of Takayuki Nagatani, our chief director.

Scott Tibbs
Scott Tibbs has performed and conducted for several orchestral groups, including the Atlanta Symphony Orchestra, throughout the United States, Canada, Latin America, and Japan. His diverse compositional output ranges from numerous film, theater and television projects to the symphonic concert stage. For the past four years, he has been teaching music composition and theory at UCLA where he has received a Ph.D. degree in composition. He has performed with well-known artists Dizzy Gillespie, Bill Cosby, Jerry Sienfeld, and Bobby Shew, amongst numerous others.

Scott Wilkie
Scott Wilkie is a keyboardist and composer originally from Detroit, Michigan. His work as a studio musician and sound designer can be heard on many projects.
He has performed live with various artists, including Ronnie Foster, EarlKlugh, Jeff Baxter, David Goldblatt, Ricky Lawson, Mike Miller and others. In addition, he has worked as a synth programmer, most recently for Disney's Broadway production of Beauty and the Beast.
For Roland, Scott appears frequently throughout the United States, Asia, Europe and South America as a clinician and product demonstrator.
Now living in Los Angeles, he performs with his own group and is involved as a musician and producer on various projects.

Stewart Cary and Joe Millward
Stewart Cary and Joe Millward have been involved in musical performance and production over the last 20 years. Their company, The Works Music Productions, has been producing MIDI files for the last 10 years and was one of the first companies to offer MIDI files to the public. Mr.Cary and Mr. Millward are member of the Roland style development team and have been involved in the composition of numerous product demonstration songs.

Team - KHY
Kyoko Ohtagawa, Hiroshi Hisamitsu and Yasuhiko Komuro got together to form Team-KHY in 1988.
They soon garnered a reputation as a truly creative and unique group of composers. During their years together, they were engaged in a broad range of activities(IQcreating recordings, music data, TV commercials, and multimedia.
In December, 1996 the members of the group decided to go their separate ways. Each of them is currently pursuing a solo path.

MIDI Implementation Chart

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default	1	1 — 16	
	Changed	1 — 16	1 — 16	
Mode	Default	Mode 3	Mode 3	
	Messages	OMNI OFF, POLY	Mode 3, 4 (M = 1)	* 2
	Altered	**********		
Note Number :	True Voice	15—113	0 — 127	
		**********	0 — 127	
Velocity	Note ON	O	O	
	Note OFF	X 8n v = 64	X	
After Touch	Key's	X	O * 1	
	Ch's	X	O * 1	
Pitch Bend		O	O * 1	
Control Change	0, 32	O	O * 1	Bank Select
	1	X	O * 1	Modulation
	5	X	O * 1	Portamento time
	6, 38	X	O * 1	Data entry
	7	O	O * 1	Volume
	10	X	O * 1	Panpot
	11	X	O * 1	Expression
	64	O	O * 1	Hold 1
	65	X	O * 1	Portamento
	66	O	O * 1	Sostenuto
	67	O	O * 1	Soft
	84	O	O * 1	Portamento control
	91	O	O (Reverb) * 1	Effect 1 depth
	93	O	O (Chorus) * 1	Effect 3 depth
	98, 99	X	O * 1	NRPN LSB, MSB
	100, 101	X	O * 1	RPN LSB, MSB
Prog Change	: True #	0—127	O * 1	
		**********	0 — 127	Program Number 1 — 128
System Exclusive		O	O	
System Common	: Song Pos	X	X	
	: Song Sel	X	X	
	: Tune	X	X	
System Real Time	: Clock	X	X	
	: Commands	X	X	
Aux Message	: All Sounds OFF	X	O (120, 126, 127)	
	: Reset All Controllers	X	O	
	: Local ON/OFF	X	O	
	: All Notes OFF	X	O (123 — 127)	
	: Active Sensing	O	O	
	: System Reset	X	X	
Notes		* 1 O X is selectable * 2 Recognize as M = 1 even if M ≠ 1		

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO O : Yes
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO X : No

Specification

Keyboard
88 Keys (Hammer-action mechanism)

Keyboard Mode
Whole, Split, Layer, Split Arranger (Style Play), Piano Style Arranger, Maual Drum/SFX

Touch Sensitivity
Super Light, Light, Medium, Heavy, Super Heavy

Maximum Polyphony
64 notes

Tones
8 Group 148 Variation
(Tone Expansion Mode: 324 variation)

Music Styles
Internal: 171 styles
Disk: 32 styles
* *Music Style Disk (MSA) can provide additional Music Style.*

Manual Drum / SFX Sets
Drum Set: 8 / SFX Set: 1

Programmable Music Styles
yes

Effects
Reverb (8types), Chorus (8types), Sympathetic resonance, Rotary (Slow/Fast) and etc.

Melody Intelligence
18 types

User Programs
Internal: 32 memories
Disk: Max,99 sets

Composer
Tracks: 16 (Easy Mode: 5 tracks)
Song: 1
Note Storage: approx.30,000 notes
Tempo: quarter note = 20 to 250
Resolution: 120 ticks per quarter note
Recording Method: Realtime
: Step (on Chord Sequencer Mode)
Playback: Standard MIDI File (Format 0/1), KR Songs
Save: Standard MIDI File (Format 0), KR Songs

Edit
Setup, Copy, Quantize, Erase, Delete, Insert, Transpose, Track exchange, Track Copy

Disk Drive / Disk storage
3.5 inch Micro Floppy Disk Drive
Disk Format : 720K bytes (2DD), 1.44M bytes (2HD)
Songs: Max. 99
Note Storage: approx. 120,000 notes (2DD),
approx. 240,000 notes (2HD)

Lyrics
yes

Languages
4 languages (English, German, French, Japanese)

Display
240 x 64 dots Graphic LCD with CFL backlighting

Pedals
Damper, Soft, Sostenuto
half-pedal recognition: Damper, Soft
Assignable: Soft, Sostenuto

Connectors
Output Jacks (mono/stereo)
Input Jacks (mono/stereo)
Microphone Jack with Echo
Headphone Jack (stereo) x 2
Pedal Jack (8-pin DIN type)
Expression Pedal Jack
MIDI Connectors (in, out)
Computer Connector

Rated Power Output
60 W x 4

Speakers
20 cm x 2, 20 cm x 4, 8cm x 4, 5cm x 2

Power Supply
AC 117 V

Power Consumption
265 W (117 V)

Finish
Polished finish (Brack)

Dimensions
<With top closed>
1,502 (W) x 1,580 (D) x 1,010 (H) mm
59-3/16 (W) x 62-1/4 (D) x 39-13/16 (H) inches
<With top opened>
1,502 (W) x 1,580 (D) x 1,783 (H) mm
59-3/16 (W) x 62-1/4 (D) x 70-1/4 (H) inches

Weight
195 kg / 429 lbs 15 oz

Accessories
Owner's Manual
Music Style Disk (MSA)
Blank Floppy Disk (MF-2HD)
Power Cord
Key Cover
Cloth
Polishing Liquid
Caster Caps

* *Since the cabinet is hand-crafted from wood, its dimensions and weight may differ slightly from what is listed.*

* *In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.*

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Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

ARGENTINA
Instrumentos Musicales S.A.
Florida 638
(1005) Buenos Aires
ARGENTINA
TEL: (01) 394 4029

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R. Coronel Octaviano da Silveira
203 05522-010
Sao Paulo BRAZIL
TEL: (011) 843 9377

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(Head Office)
5480 Parkwood Way Richmond
B. C., V6V 2M4 CANADA
TEL: (0604) 270 6626

Roland Canada Music Ltd.
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Unit 2, 109 Woodbine Downs
Blvd, Etobicoke, ON
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Av. Toluca No. 323 Col. Olivar de
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TEL: (525) 668 04 80

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Guadalajara s.a. de c.v.
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Guadalajara, Jalisco Mexico
C.P.44100 MEXICO
TEL: (03) 613 1414

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Apartado 655 - Panama 1
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TEL: 26 3322

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Roland Corporation U.S.
7200 Dominion Circle
Los Angeles, CA. 90040-3696,
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TEL: (0213) 685 5141

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Av. Francisco de Miranda,
Centro Parque de Cristal, Nivel
C2 Local 20 Caracas
VENEZUELA
TEL: (02) 285 9218

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Roland Corporation
Australia Pty. Ltd.
38 Campbell Avenue
Dee Why West. NSW 2099
AUSTRALIA
TEL: (02) 982 8266

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Roland Corporation (NZ) Ltd.
97 Mt. Eden Road, Mt. Eden,
Auckland 3, NEW ZEALAND
TEL: (09) 3098 715

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2 Huangmuchang Chao Yang
District, Beijing, CHINA
TEL: (010) 6774 7491

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Service Division
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Wan, New Territories,
HONG KONG
TEL: 2415 0911

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TEL: (021) 6335416

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N.Road Sec.2, Taipei, TAIWAN,
R.O.C.
TEL: (02) 561 3339

THAILAND
Theera Music Co. , Ltd.
330 Verng Nakorn Kasem, Soi 2,
Bangkok 10100, THAILAND
TEL: (02) 2248821

BAHRAIN
Moon Stores
Bad Al Bahrain Road,
P.O.Box 20077
State of BAHRAIN
TEL: 211 005

IRAN
TARADIS
Mir Emad Ave. No. 15, 10th street
P. O. Box 15875/4171 Teheran,
IRAN
TEL: (021) 875 6524

ISRAEL
Halilit P. Greenspoon &
Sons Ltd.
8 Retzif Ha'aliya Hashnya St.
Tel-Aviv-Yafo ISRAEL
TEL: (03) 6823666

JORDAN
AMMAN Trading Agency
Prince Mohammed St. P. O. Box
825 Amman 11118 JORDAN
TEL: (06) 641200

KUWAIT
Easa Husain Al-Yousifi
P.O. Box 126 Safat 13002
KUWAIT
TEL: 5719499

LEBANON
A. Chahine & Fils
P.O. Box 16-5857 Gergi Zeidan St.
Chahine Building, Achrafieh
Beirut, LEBANON
TEL: (01) 335799

OMAN
OHI Electronics & Trading
Co. LLC
P. O. Box 889 Muscat
Sultanate of OMAN
TEL: 706 010

QATAR
Badie Studio & Stores
P.O.Box 62,
DOHA QATAR
TEL: 423554

SAUDI ARABIA
Abdul Latif S. Al-Ghamdi
Trading Establishment
Middle East Commercial Center
Al-Khobar Dharan Highway
W./hamood st.
P. O. Box 3631 Al-Khober
31952 SAUDIARABIA
TEL: (03) 898 2332

SYRIA
Technical Light & Sound
Center
Khaled Ebn Al Walid St.
P.O.Box 13520
Damascus - SYRIA
TEL: (011) 2235 384

TURKEY
Barkat Sanayi ve Ticaret
Siraselvier Cad. Guney Ishani No.
86/6 Taksim, Istanbul TURKEY
TEL: (0212) 2499324

U.A.E
Zak Electronics & Musical
Instruments Co.
Zabeel Road, Al Sherooq Bldg.,
No. 14, Grand Floor DUBAI
U.A.E.
P.O. Box 8050DUBAI, U.A.E
TEL: (04) 360715

EGYPT
Al Fanny Trading Office
9, Ebn Hagar Al Askalany Street,
Ard El Golf, Heliopolis, Cairo,
11341 EGYPT
TEL: (02) 4171828
(02) 4185531

KENYA
Musik Land Limited
P.O Box 12183 Moi Avenue
Nairobi Republic of KENYA
TEL: (2) 338 346

REUNION
FO - YAM Marcel
25 Rue Jules MermanZL
Chaudron - BP79 97491
Ste Clotilde REUNION
TEL: 28 29 16

SOUTH AFRICA
That Other Music Shop
(PTY) Ltd.
11 Melle Street (Cnr Melle and
Juta Street)
Braamfontein 2001
Republic of SOUTH AFRICA
TEL: (011) 403 4105

Paul Bothner (PTY) Ltd.
17 Werdmuller Centre Claremont
7700
Republic of SOUTH AFRICA
TEL: (021) 64 4030

AUSTRIA
E. Dematte &Co.
Neu-Rum Siemens-Strasse 4
A–6040 Innsbruck P.O.Box 83
AUSTRIA
TEL: (0512) 26 44 260

BELGIUM/HOLLAND/
LUXEMBOURG
Roland Benelux N. V.
Houtstraat 1 B-2260 Oevel-
Westerlo BELGIUM
TEL: (014) 575811

BELORUSSIA
TUSHE
UL. Rabkorovskaya 17
220001 MINSK
TEL: (0172) 764-911

CYPRUS
Radex Sound Equipment Ltd.
17 Diagorou St., P.O.Box 2046,
Nicosia CYPRUS
TEL: (02) 453 426
(02) 466 423

DENMARK
Roland Scandinavia A/S
Langebrogade 6 Post Box 1937
DK-1023 Copenhagen K.
DENMARK
TEL: 32 95 3111

FRANCE
MUSIKENGRO
Zac de Folliouses 01706
Les Echets Miribel FRANCE
TEL: 472 26 2700

FINLAND
Roland Scandinavia As,
Filial Finland
Lauttasaarentie 54 B
Fin-00201 Helsinki, FINLAND
P. O. Box No. 109
TEL: (0) 682 4020

GERMANY
Roland Elektronische
Musikinstrumente
Handelsgesellschaft mbH.
Oststrasse 96, 22844 Norderstedt,
GERMANY
TEL: (040) 52 60090

GREECE
V. Dimitriadis & Co. Ltd.
20, Alexandras St. & Bouboulinas
54 St. 106 82 Athens, GREECE
TEL: (01) 8232415

HUNGARY
Intermusica Ltd.
Warehouse Area 'DEPO' Pf.83
H-2046 Torokbalint, HUNGARY
TEL: (23) 338 041

IRELAND
The Dublin Service Centre
Audio Maintenance Limited
11 Brunswick Place Dublin 2
Republic of IRELAND
TEL: (01) 677322

ITALY
Roland Italy S. p. A.
Viale delle Industrie, 8
20020 Arese Milano, ITALY
TEL: (02) 93581311

NORWAY
Roland Scandinavia Avd.
Kontor Norge
Lilleakerveien 2 Postboks 95
Lilleaker N-0216 Oslo
NORWAY
TEL: 273 0074

POLAND
P. P. H. Brzostowicz Marian
UL. Blokowa 32, 03624 Warszawa
POLAND
TEL: (022) 679 44 19

PORTUGAL
Caius - Tecnologias Audio e
Musica , Lda.
Rue de Catarina 131
4000 Porto, PORTUGAL
TEL: (02) 38 4456

RUSSIA
Slami Music Company
Sadojava-Triumfalnaja st., 16
103006 Moscow, RUSSIA
TEL: 095 209 2193

SPAIN
Roland Electronics
de España, S. A.
Calle Bolivia 239 08020 Barcelona,
SPAIN
TEL: (93) 308 1000

SWEDEN
Roland Scandinavia A/S
Danvik Center 28 A, 2 tr.
S-131 30 Nacka SWEDEN
TEL: (08) 702 0020

SWITZERLAND
Roland (Switzerland) AG
Musitronic AG
Gerberstrasse 5, CH-4410 Liestal,
SWITZERLAND
TEL: (061) 921 1615

UKRAINE
TIC-TAC
Mira Str. 19/108
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295400 Munkachevo, UKRAINE
TEL: (03131) 414-40

UNITED KINGDOM
Roland (U.K.) Ltd., Swansea
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Atlantic Close, Swansea
Enterprise Park SWANSEA
West Glamorgan SA7 9FJ,
UNITED KINGDOM
TEL: (01792) 702701

As of June, 12, 1997

For the USA

FEDERAL COMMUNICATIONS COMMISSION
RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

CLASS B **NOTICE**

This digital apparatus does not exceed the Class B limits for radio noise emissions set out in the Radio Interference Regulations of the Canadian Department of Communications.

CLASSE B **AVIS**

Cet appareil numérique ne dépasse pas les limites de la classe B au niveau des émissions de bruits radioélectriques fixés dans le Règlement des signaux parasites par le ministère canadien des Communications.

KR-107/0

Roland Corporation

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